THE PLAYSTATION 3 MAGAZINE

PSM3

February 2007
Issue 84 £3.99
www.psm3mag.com

PlayStation 3 | PlayStation 2 | PSP

FIRST VERDICT!

GOD OF WAR 2

PLAYSTATION 2'S ULTIMATE GAME
KILLER first playtest INSIDE!

2007 HEAVEN

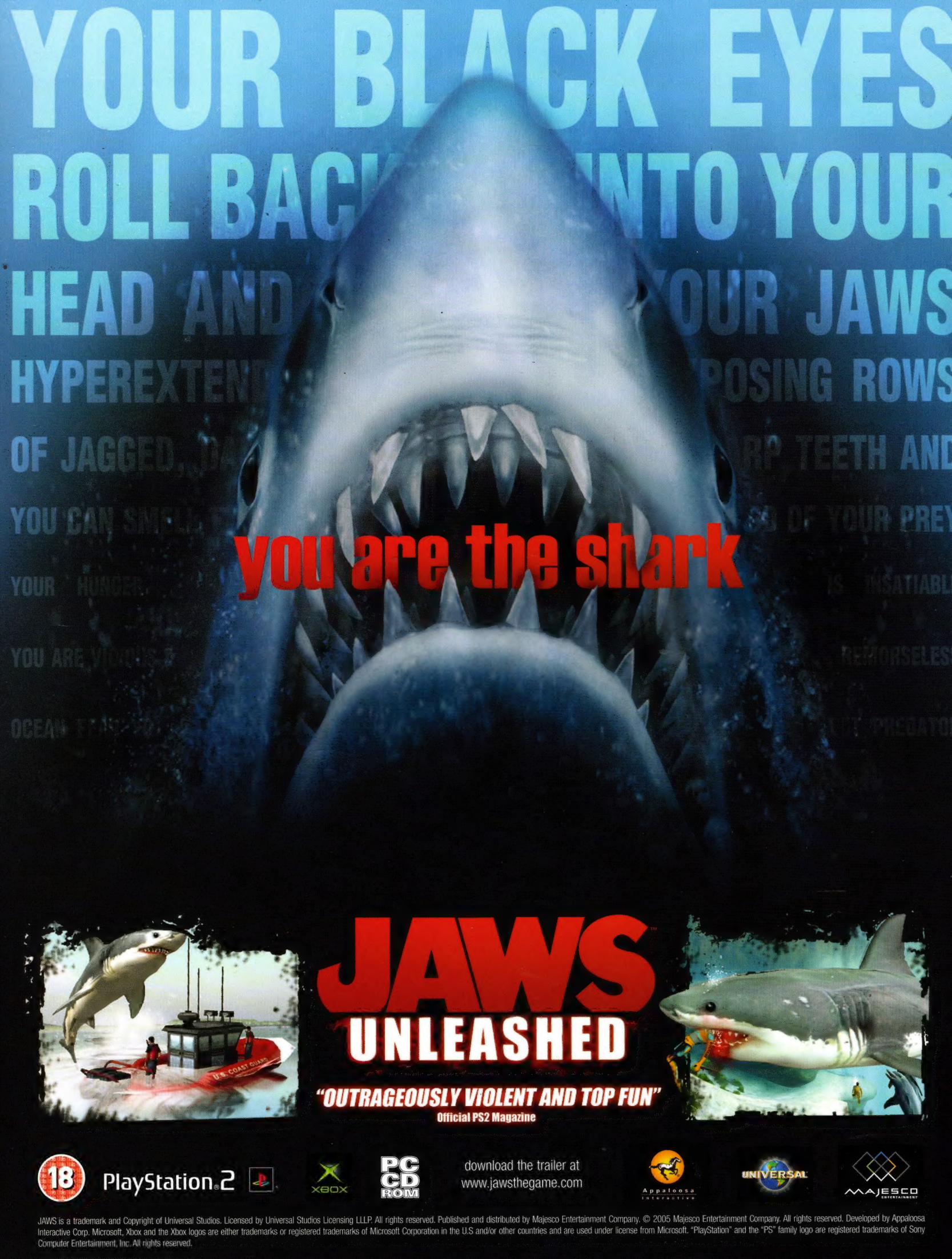
EVERY game you'll play in 2007 is **INSIDE THIS MAG!**

THE BIG REVIEWS!

Metal Gear Solid: Portable Ops
Fight Night Round 3, **Okami**
Marvel Ultimate Alliance
Full Auto 2: Battlelines
Rayman Raving Rabbids
AND MORE!

15

Future
MEDIA WITH PASSION
FEBRUARY 2007 £3.99
9 771752 262008 02>



JAWS is a trademark and Copyright of Universal Studios. Licensed by Universal Studios Licensing LLLP. All rights reserved. Published and distributed by Majesco Entertainment Company. © 2005 Majesco Entertainment Company. All rights reserved. Developed by Appaloosa Interactive Corp. Microsoft, Xbox and the Xbox logos are either trademarks or registered trademarks of Microsoft Corporation in the U.S and/or other countries and are used under license from Microsoft. "PlayStation" and the "PS" family logo are registered trademarks of Sony Computer Entertainment, Inc. All rights reserved.

PSM3 Start

"March 2007 – will Sony keep its promises?"

PS3 is rolling off production lines and any further delay would only give Xbox another shoe-in. But if Sony are selling every machine they can make in Japan and America why bother with a costly Euro roll-out...? Yet Sony are saying March 2007 more insistently than ever and, on page 8, we've all the latest from the main men's mouths. After all, the next-gen starts when they say so... And, in other news, this is my last issue of PSM3. I'm off to exciting new PS3 projects and I hope our paths will cross at some time in the future. A parting shot – PlayStation 3 is worth the wait. Believe. PS2 has plenty of great games still to come and PSP... *Metal Gear Solid: Portable Ops* is great! Check the review on page 60. And have a happy New Year.

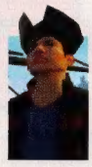
Daniel Griffiths Editor
psm3@futurenet.co.uk

In the making of this issue of PSM3...
10 working days to do the issue in
27 boxers trashed
5 Gods hammered
& 1 tired mag team

The PSM3 Promise

The sharpest opinions
Every bit of the magazine is dedicated to giving you more information. If we're worried that a feature in a game isn't working, we'll not only tell you about it, but we'll have a word with the developer too.

The biggest games
Fact is, if a game makes it into the pages of PSM3 then it's something worth knowing about. PSM3 says no to lazy page fillers and boring 'me too' games.



The richest detail
We finish every game we review. Our secrets are the result of us playing the game and finding them ourselves. We've got what you want to know and tell you how you want to hear it.

The most committed videogame mag team
The PSM3 team live and breathe PlayStation. There's no game we haven't played and there's no end to our quest for knowledge and gaming greatness.

The best DVD action
We've got the best DVD in the business. We cram it with the best PS3, PS2 and PSP games each and every month. For free.

Three to read first...

"'We're still scheduled to launch PS3 in March throughout Europe'"
Sony quash **PS3 delay speculation** – page 8

"The game 'uses only 20% of PS3's power'"
Fight Night on PS3 – page 56

"20 hours in, and we're not sure we're playing properly or missing the point"
Sheer confusion over **Metal Gear Solid: Portable Ops** on PSP – page 60

PSM3 February 2007 Issue 84 psm3mag.com
The PlayStation 3 Magazine

Start

08 Frontline
The latest news, scandals and happenings.

18 God Of War 2
We've got an exclusive playtest of Kratos' epic return. COVER FEATURE

26 Previews
Virtua Tennis 3 26
Chilli Con Carnage 28

30 Your Space: Letters
Rants, raves, texts, rumbles from readers.

34 Reader Critic
You think reviewing is easy? You try it.

35 YouTube
Featuring challenges, winners, play PSM3 and your incredible gaming.

36 Reader Challenge
Featuring challenges, winners, play PSM3 and your incredible gaming feats.

40 2007 Heaven
The hottest games of next year across all formats, from PS3 to PSP to PS2, plus our gaming predictions and wishes for 2007. Dive right in.

80 Tomb Raider Anniversary
Featuring challenges, winners, play PSM3 and your incredible gaming feats. SPECIAL FEATURE

"Kratos is back – and more brutal than ever"

God Of War 2 exclusive hands-on – page 18 COVER FEATURE

55 Reviews

Fight Night	56
Metal Gear Solid: Portable Ops	60
Full Auto 2: Battlelines	64
Rayman Raving Rabbids	66
Okami	68
Star Trek: Encounters	70
Marvel Ultimate Alliance	72
Brothers In Arms: D-Day	74
Gundam	76
Tokobot Plus	77
Gun: Showdown	78
Delta Force Team Sabre	78
Dynasty Warriors Vol 2	78
Xiaolin Showdown	78
Madden 07 PSP	78
Star Trek: Tactical Assault	79
Crazy Frog Racer 2	79
PSM3 Awards	79

84 Extended Play
Playing PlayStation longer, harder, deeper.

84 Celebration
We examine the twisty-turny story so far of the *Resident Evil* series.

86 Genius
10 reasons why *Canis Canem Edit* is top of the gaming class.

90 Exploits
Discover all the synthesis items hidden within *Kingdom Hearts 2*.

92 Secrets
The ten-minute ladder scene in *MGS3*, plus the latest Easter Eggs.

94 Face-Off
It's the *Pro Evo* celebrity all-stars – can He-Man and co see off the World XI?

98 Online
We lay the smack down on *Smackdown Vs Raw 2007* online.

100 Classic
Why *GTA: San Andreas* remains such an awe-inspiring gaming behemoth.

102 Nation
A funeral for the air guitar from the people who brought you *Guitar Hero*.

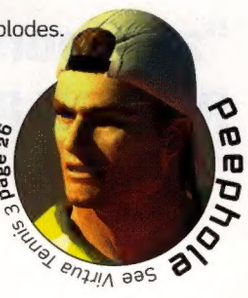
104 Browser
PS2 Playlist 104 What Were They Thinking? 105 Charts 105 PSP Playlist 106 Nice Apps 107 Release Schedule 107 PS3 Playlist 108 Movies 109 Music 109 Object of Desire 109

113 Next Month
All the gossip about issue 85.

114 The Last Laugh
You'll laugh until your brain implodes.

"The new content is a bit featherweight"

Fight Night Round 3 on PS3 isn't quite the title contender we hoped – page 56



Headphoble

See Virtua Tennis 3 page 26

Sex up your tech! On sale now!
INTERNATIONAL MAGAZINE OF THE YE
February 2007 £3.90
T3
The Gadget Maga
Blu-r
arrive
Next-gen
The kit hits
The real iPod phones
Top five music mobiles rated
Meet your...
Dream team
The best gear made better
Exclusive! Coolest robo-fella ever!
Rated Sporty MP3 players
+
Guitar Hero II vs Singstar
Two steps to megastardom
SAVE
ON KI
Future
ISSUE 124 WWW.T3.CO.UK
9 771364 264087 02
PRINTED IN THE UK
The world's No.1 gadget magazine
CONTRACT
PER WEEK INCLUD

On this month's DVD

DVD Highlights Packed with the latest PS3, PS2 and PSP videos

FEATURING Eye Of Judgement | Dark Sector | Fight Night | Afrika | Blast Factor | Lair | Formula 1 Call Of Duty 3 | Metal Gear Solid 4 | Virtua Fighter 5 | Metal Gear Solid: Portable Ops | And more

Heavenly Sword

See this beautiful-looking slashes in eye-bleeding motion right now, and wonder why *Genji: Days Of The Blade* is so very half-arsed in comparison.

Bioshock

Watch this underwater-based first-person shooter in motion right now. It's looking so excellent, it'll make you go H2-*whoah*! (Or something that *won't* make you cringe and die with the sheer embarrassment.)

The Eye Of Judgement

So you've got some trading cards with monsters on, and you flash them in front of your EyeToy and then they battle. Well, something like that, at least. See more this minute.

Army Of Two

Here's the latest trailer of EA's ace-looking two man-army-'em-up. We're expecting good things from this game. See why now.

+ Dark Sector | **Fight Night** | Formula One | **Afrika** | Resistance: Fall Of Man | **MotorStorm** | MGS4 | **Genji** | Call Of Duty 3 | **Ridge Racer 7** | MGS4 | **Lair** | And more

FREE INSIDE
20-PAGE PS3 USERS GUIDE
ADVICE TIPS SECRETS FAQs THE WORKS
WHY FINAL FANTASY XII IS PS2'S GAME OF THE YEAR
PlayStation®
Official Magazine - UK
Issue 002 February 2007 £4.99
eu.playstation.com
ALL-NEW REVIEWS SECTION
FINAL FANTASY XII
GUITAR HERO II
WWE VS RAW • PES 6
OKAMI
ALL THE BEST GAMES FOR PS2 AND PSP
PlayStation 3 goes to war
Resistance Fall Of Man: How to hunt aliens (and not get killed)
Why PS3 will own Wii and 360 in 2007 • Mercenaries 2 storms PS3
FIFA + Pro Evo: alive and kicking on PS3
End of the road for Gran Turismo HD
iPods + mobiles + cameras = USB for PS3
UK launch latest: line-up revealed
When America went mad for PS3
BioShock, Dead Rising... and Mario?!
PLUS AREA 51 EMULATORS MGS4 BLU-RAY GOD OF WAR II ALIENS HDTV
Future
PS3 Systems Guide
ADVICE
HOW-TOs
SECRETS
FAQs
SETUP TIPS

INCLUDES FREE 20-PAGE PS3 USERS GUIDE

NEW MAGAZINE ON SALE **10 JANUARY**

myfavouritemagazines.co.uk

PLAYSTATION 2 PLAYSTATION PORTABLE **PLAYSTATION 3**

Frontline

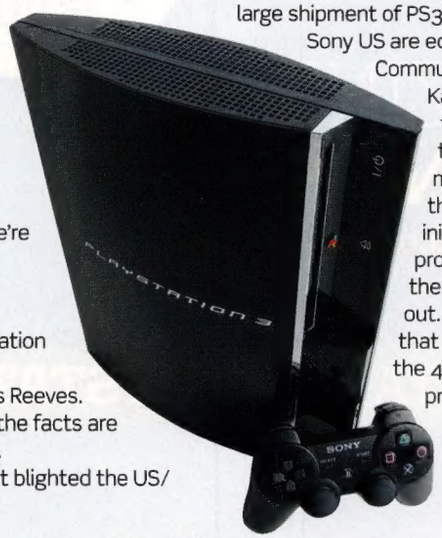
Hard news, all PlayStation action

PS3 UK LAUNCH

PS3 to hit UK in March... and the facts are slowly adding up

UK Boss David Reeves denies delays as 3/3/03 rumours grow...

UK gamers will have their hands on PS3 by March, suggests new information from Sony Europe boss David Reeves and global software chief Phil Harrison, quelling mounting internet speculation that Sony's machine might be delayed, perhaps as late as September 2007. "We're still on schedule to launch PS3 in March throughout the PAL territories. All speculation otherwise is without foundation," confirms Reeves. Sceptical as we are, the facts are slowly mounting up...



The shortages that blighted the US/Japanese launch are clearing up, with Sony Japan taking pre-orders direct on their website from 12/12/06 in anticipation of a large shipment of PS3s in late December.

Sony US are equally buoyant, with Communications Boss David Karraker confirming that they're still on track to ship one million PS3s before the end of 2006, with initial manufacturing problems concerning the Blu-ray diode ironed out. Sony did concede that they'd failed to ship the 400,000 units promised at US launch, with 197,000 being the independently established figure.

The third of the third theory

Sony say March, the machine is called PlayStation 3. So why not go for the third day of the third month? That's the slightly naive view many PS3 fans are taking. Makes sense, apart from the third of March 2007 is a Saturday (and launches always take place on Fridays) and it's more likely that it'll be at the end of the month – if March at all...

This is good news for Europe, as the most likely source of a delay would be stock shortages in the US/Japan – though we've only got Sony's word to take for it.

More tellingly, there's a comprehensive PS3 firmware update due for early March – conveniently coinciding with the UK's mooted launch date – with details from Phil Harrison at a recent informal event in London. The update will address a number of key issues, including multi-tasking (allowing you to video conference while using the Cross Media Bar, or XMB, menu), new XMB display options, new animations for audio/CD playback, new photo album options and a PSP remote play advanced access option, allowing you to access your PS3's content from anywhere that has an internet connection or Wi-Fi spot.

Harrison also expected PS3's HD IP camera to launch in March (specs are as

March-ing on Rather than backing away from a March 2007 UK PS3 launch, Sony are repeatedly drilling the message home.

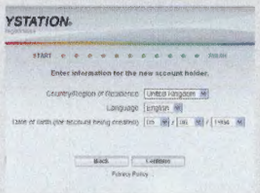
yet undecided, but think a hi-res EyeToy-style device), with TV tuning and a Tivo-style recording service available from third quarter 2007. Download prices should be no more than the US, making $7.99 games such as *Blast Factor* about £3.50 and the PS3 price hasn't been confirmed, but sources suggested it'd be less than the £425 suggested by David Reeves, with few, if any, 20Gb models available at launch.

One thing is sure – you can register your online username online *now* at https://account.np.ac.playstation.net/accounts/register/reg_explain.vm, so move fast to avoid settling for Dave237 instead of MrSpliffZor. It's a good sign that a UK launch is finally moving and we're slowly starting to believe in a March release – albeit with hugely limited stock.

Pub Sony | **Dev** Sony | **ETA** March 2007

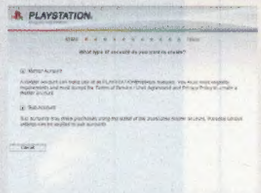
Sign Up — How to register your PS3 user name

Guarantee first dibs on your actual name by signing up for a PS3 account now...



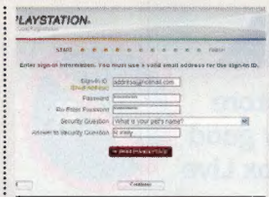
Getting started

Head to https://account.np.ac.playstation.net/accounts/register/reg_explain.vm to read Sony's Online Agreement, then type in your date of birth – you must be over 18 to register for a 'Master' account for full access. If you're under 18, you can register for a sub account with the householder's consent.



Supply your details

Now provide a working UK email address and your password. You can enter multiple usernames from the same email account (Nathan snaffled two), but the system soon twigs on and locks you out – so make sure you pick a name you actually want when the time comes... which is soon.



The mailback

If you've entered a valid email address, you'll receive a reply from Sony confirming you've been accepted, with a link to click through to Sony's PS3 website and enter your username. You can't use excessive swearing or odd symbols, but underscores (_) are OK, as are numbers. Get creative.

Choose your name

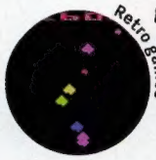
Usernames are a source of much debate, but you've got to ask yourself whether being known as MrMegaDrugs or SnoopDog69 will be as funny in a few years. Or minutes. It might be best to opt for your actual name or steal your friend's first and really cheese them off. Actually, no, that's a bit mean.

ON THE DISC
See PS3's retro-tinged *Blast Factor* in action now
PS3/Coming Soon

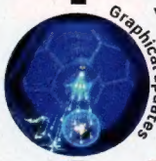
The Opinionator

"Arcade classics? Rip-off retro remakes, more like"

Think about movies for a second. You have your Pirates Of The Caribbean-style blockbusters – massive budget, broad appeal and guaranteed money-spinners for its makers. Then you have your independent films – slightly surreal, unafraid to break new ground and created on a shoestring budget by bedroom auteurs. Now think about PlayStation 3. You have your *Call Of Duties* and your *Army Of Twos* – big, burly shooters laser-targetted at Johnny Casual with budgets bigger than some Hollywood films. Then you have your downloadable 'indie' games available from the PS3 shop – a 1080p remake of *Asteroids*? *Eh*?



+



+

=

Old-fashioned

Now, I understand the basic appeal of these retro-flavoured arcade games. People love this stuff, as the sales of Capcom and Sega's retro compilations attest. But is this *really* what we want on PS3? Look at something like *Flow*, perhaps the only truly noteworthy downloadable game revealed so far, and think about how odd and interesting it is. Then look at the rest – dodgy old arcade games with flashy graphics, in HD. Just because *Blast Factor* is set inside the human body and you're destroying viruses, doesn't mean it's any different from being a vector triangle shooting rocks in space. And they're charging for it. Come on, fellas.

Be original

If you look at the homebrew PC game scene you'll find all kinds of vibrant, original games – stuff so far-out and weird you'll swear you've just downloaded the future of games in one three meg zip file. Sony should be approaching these people and asking them to develop games for their shop. If they want to show how next-gen they really are then they need to do something a bit different and recruit future stars. Simple as that. **Andy Kelly**

Myth-Buster

SEEN THIS?

The PS3 online store will never be any good compared to Xbox Live

THE TRUTH

Yes, a lot of people thought that the PlayStation Store would be a poor cousin to Xbox Live, full of crap original games and re-releases at extortionate prices. But no, it's all looking quite rosy in the online garden right now.

The original games are solid, and start at only three dollars each – although whether you really need four Sudoku games is a debate for another time. And the old PSone stuff – although there's not much of it as yet – is good too, offering up the likes of *Hot Shots Golf 2*, *Tekken 2* and *Syphon Filter*. And there are loads of PS3 game demos and movie trailers at your fingertips as well. In short, then – the PS3 store is really quite fine. Check our investigation on page 16 and be happy.

Thrill List

The latest news on PlayStation's hottest games, every issue

1 Alien FPS and RPG

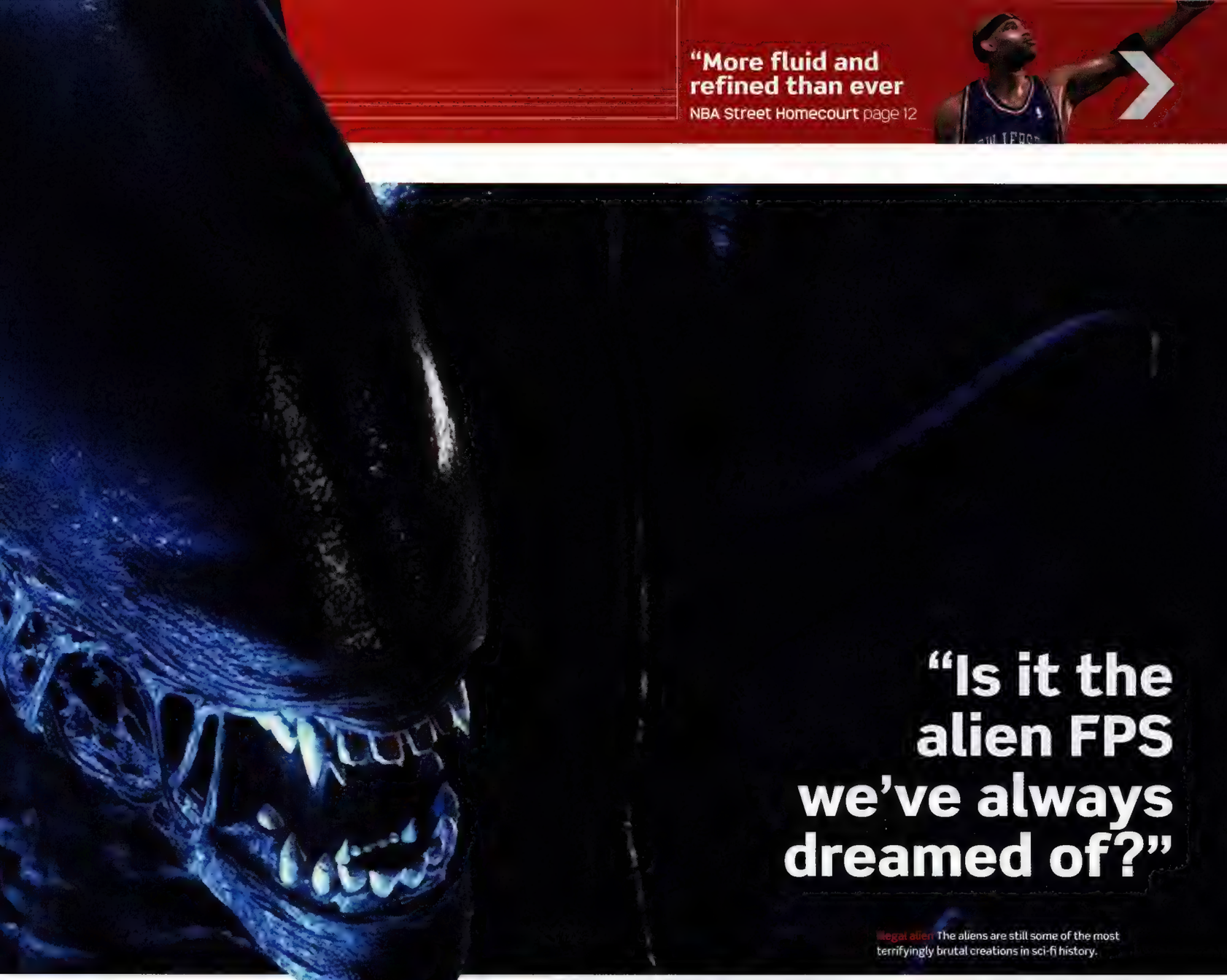
This game's not over, man

Good news for Alien fans who have been – wait for it – alienated by the crop of dismal tie-ins released over the past few years – Gearbox, the talented bods behind the *Brothers In Arms* series, have been commissioned by Sega to develop an FPS based on the series. If it's the Alien FPS we've always dreamed of, we'll be using the intuitive *Brothers In Arms* command system to lead a squad of marines through creepy, alien-infested levels. Further good news – Obsidian, who made *Knights Of The Old Republic 2* for Xbox are doing an Alien RPG too. Can't wait.

Pub Sega | **Dev** Gearbox/Obsidian | **ETA** 2007

Violent Fantasy Who are these soldiers? Good or evil? We reckon 'evil'.

"More fluid and refined than ever
NBA Street Homecourt page 12



"Is it the alien FPS we've always dreamed of?"

Illegal alien The aliens are still some of the most terrifyingly brutal creations in sci-fi history.

2 Final Fantasy Versus XIII

More than just a tacky spin-off

While the 'normal' *Final Fantasy XIII* will be a traditional Square Enix RPG with as much exploration as battling, *Versus* will focus more on combat. Specifically, outlandish Matrix-style combat. But don't assume it's going to be rubbish because of that – Tetsuya Nomura – director the FF movie, *Advent Children* – is directing the game and promises that the fight scenes will be just as dramatic and theatrical as in his film. The game appears to mix medieval and modern technology – armoured knights firing machine guns for example. But other than the design and combat info, everything else has been left up to speculation. Just don't mention *Dirge of Cerberus*. Who said that?

Pub Square Enix | **Dev** Square Enix | **ETA** 2007

3 Area 51: Blacksite

Colourful arcade FPS is out, serious is in

This PS3 sequel to the PS2 shooter claims to have some of the best AI ever coded. They have a five-strong team of programmers working on your squadmates alone, making them as human and intelligent as possible. The story is, you're part of the Reborn, a group of former-humans experimented on by scientists in Area 51. You're angry, and you're out for revenge. The original looked gorgeous so this can only get better.

Pub Midway | **Dev** Midway | **ETA** 2007

4 Ghost Recon: Advance Warfighter 2

Getting technical with war

This sequel's biggest new feature is its dynamic weather system. Sandstorms, lashing rain and roaring wind will affect both your team's performance and the environment around you. There's also greater focus on squad-building – e.g. choosing the right set of men for the level based on intel and terrain. Sounds ace, and it's all online too.

Pub Ubisoft | **Dev** Ubisoft | **ETA** 2007

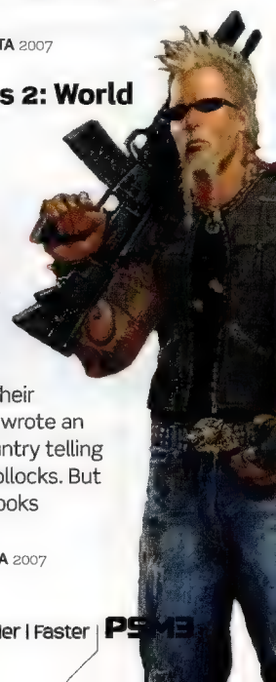
GRAW deal *Ghost Recon: Advance Warfighter 2* – next-gen looks, next-gen gameplay. Bring it on.

5 Mercenaries 2: World in Flames

Game angers government

There's been some controversy surrounding this because of a level set in Venezuela. Their government think it's a rallying call for Americans to invade their country, so Pandemic wrote an open letter to the country telling them that this is all bollocks. But controversy aside, it looks brilliantly chaotic.

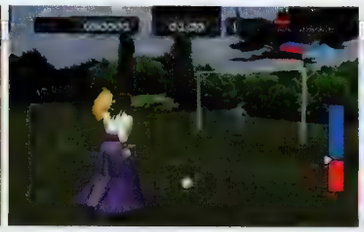
Pub TBC | **Dev** Pandemic | **ETA** 2007



ON THE DISC
See the power that put PS3 ahead of 360 in Japan

The last minute shots of big importance

The freshest pics, squeezed in as we go to press

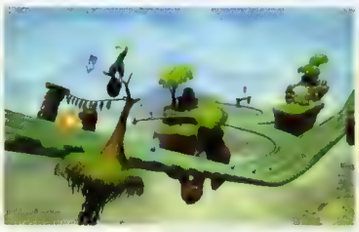


PS2 Little Britain "I'm the only lady in the village!" Is that right?

Details **Pub** Blast Entertainment | **Dev** Game Republic | **Genre** Party

Lowdown Casually xenophobic, catchphrase-dependant sketch show Little Britain is being made into a game. Like the show, it's split into a series of short 'sketches' which are basically minigames – for example, Daffyd runs over comedy gay men on a bicycle in his pursuit to be 'the only gay in the village', while Emily Howard – she's really a man! Ha! – 'does' football. We're gearing up our 'Little Shit'un' and 'we don't want that one' jokes now.

ETA January 2007



PSP Gripshift PSP game makes leap to PS3

Details **Pub** Ubisoft | **Dev** Sidhe Interactive | **Genre** Racing

Lowdown Now this is clever – Ubisoft are releasing their very decent PSP insane-o-racer *Gripshift* as a 720p 'remix', downloadable from the PlayStation 3 online shop. The game combines mad racing and stunts with, bizarrely, puzzle-solving. And it's pretty good, or at least the PSP version was. So this should be too. It'll be $10 in the US, so that's about £6 over here. Not bad, especially if it's got an online mode too.

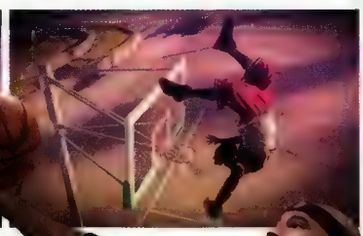
ETA March 2007

PSP Jackass The Game Johnny and the boys hit PSP. With a golf kart

Details **Pub** TBC | **Dev** Red Mile Entertainment | **Genre** Party

Lowdown We like Jackass. We'd rather watch Knoxville, Pontius and co. than Dirty Sanchez, who are universally rubbish. This game, much like Little Britain earlier, is a collection of minigames based on stunts from the show. There'll be upwards of 40 in the final game, including golf kart dodgems, rolling Steve-O down a hill inside a bin and all the usual dangerous capers. Will this be a laugh? Probably. Will it also be a bit rubbish? Ooh look, a staple gun.

ETA Spring 2007

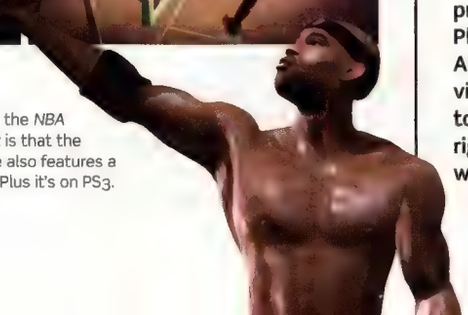


PS3 NBA Street Homecourt Back to b-ball's roots

Details **Pub** EA Sports | **Dev** EA Sports Big | **Genre** Sports

Lowdown Denver Nuggets star Carmelo 'Melo' Anthony is the main 'playa' of this, the fourth in the *NBA Street* series. That's him in the middle screenshot there. Hi, Carm! The idea behind *Homecourt* is that the courts are replicas of the ones in which today's NBA stars honed their skills as kids. The game also features a whole new animation and control system, so expect it to be more fluid and refined than ever. Plus it's on PS3.

ETA April 2007



The Optimist

Don't worry. Be happy

The war is over! And we won! Yes, really!

Yeah! Xbox 360? Schmexbox schmeeshixty, more like. Yes, PlayStation 3 is now rampantly outselling Xbox 360. You don't need me to tell you this, of course – you just need to go to the shops. Xboxes are all over the place, but PS3? Can't get one of those for love nor money. So the only conclusion that can be drawn is that no-one wants 360, while PS3 is being snapped up as soon as it hits the shelves. And the sales figures bear this out! The first week PS3 was on sale, it shifted 81,639 units. In the same time period, 360 only sold a pathetic 3864. And the original Xbox just *three*!

Instant satisfaction

Now, nit-pickers might say that these are Japanese-only sales figures, and they mean almost nothing as Japan historically hates Microsoft. Fie, I say! Just because years and years of ingrained prejudice might be affecting 360's Japanese sales a teensy little bit that doesn't mean that the exact same story won't be replicated across America and Europe. These figures prove that everyone hates 360 and loves PlayStation 3. We've not looked at the American figures just yet but it's a major victory for Sony – my mate Ken Kutaragi told me so. So it must be right. *Right*? So er... where's the party?

EMAIL PSM3 @
Will PS3 trash 360 in a week? Email us now.
psm3@futurenet.co.uk

"This is the hardest game in the world"
Ninja Gaiden Sigma page 15

PSM3 REVEALED

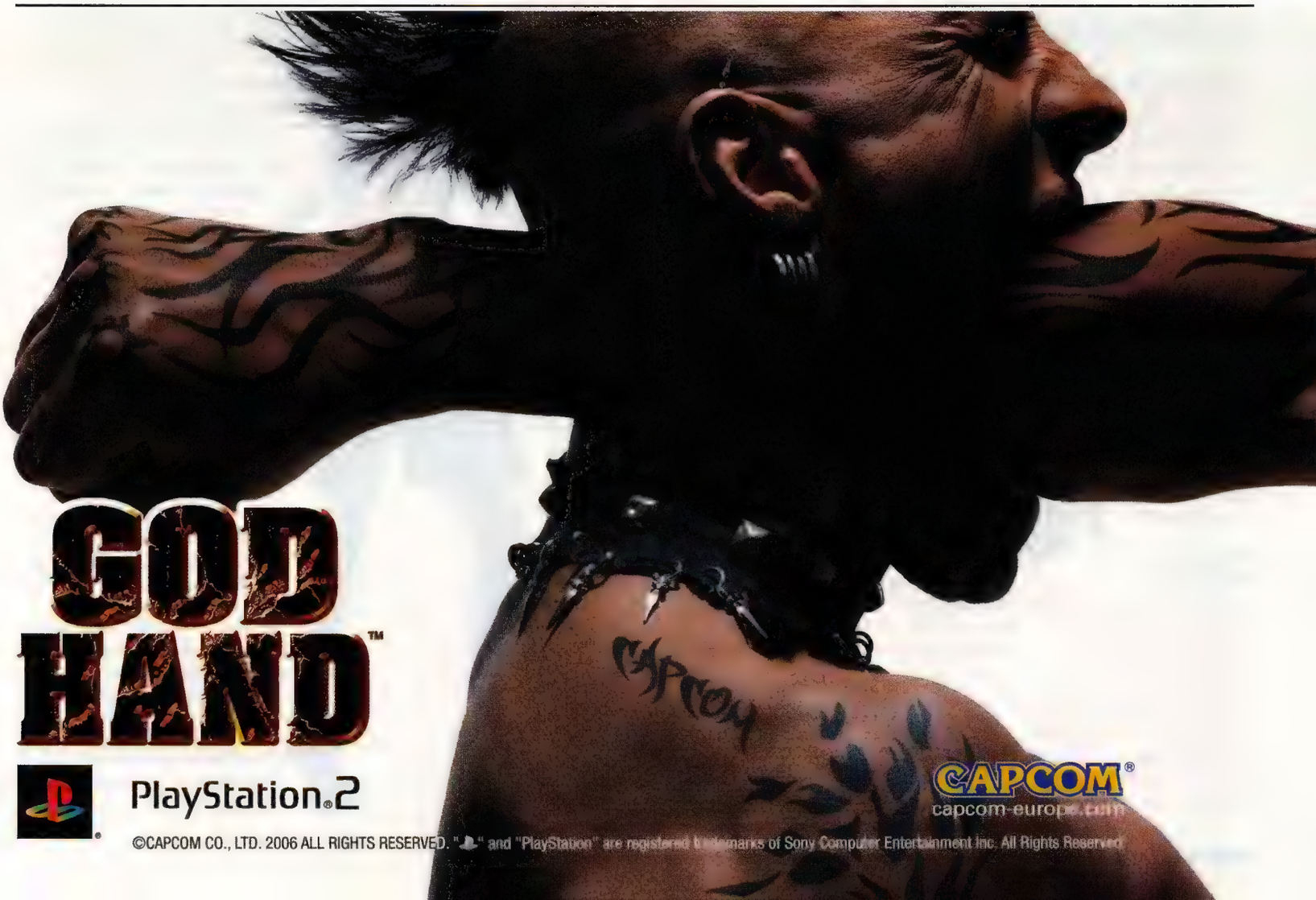
Burnout Dominator

Burnout returns, but not on PS3...

What's that we hear you say? Where's the next proper instalment of *Burnout*? You say you want the shiny new PS3 version? Sorry, for now you'll have to make do with this: *Burnout Dominator*, exclusively for PS2 and PSP. Still, we're excited about it, and it should tide over all those speed freaks while we wait for the arrival of PlayStation 3 and the (possibly delayed but EA aren't saying anything yet) PS3 game, *Burnout 5*.

For what may prove to be the last *Burnout* on PS2, Criterion have promised to take the series back to its roots. This means concentrating on the pure, white-knuckle, adrenaline-pumping racing that was so prevalent in the first two games. As for the PSP version we're hoping it will be fine-tuned to work properly on the (slightly crap) analogue nubbin.

Say bye bye! *Dominator*, *Burnout*'s swansong for the current gen?


GOD HAND™
PlayStation.2
CAPCOM®
capcom-europe.com
©CAPCOM CO., LTD. 2006 ALL RIGHTS RESERVED. "PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.

ON THE DISC
Heavenly Sword is on this month's disc

Why We Love...

Tetsuya Nomura

Kingdom Hearts art legend who killed Aeris in *FFVII*

What has he done?

Nomura joined Square in 1991, designing monsters for *Final Fantasy V* on the SNES, but his big break was when he was made lead designer on PSone epic *FFVII*. Unlike previous character designer Yoshitaka Amano, Nomura was involved in all aspects – including rendering, modelling and cut-scene storyboards – giving birth to the series' trademark look and feel from *VII* to *XIII* on PS3.

gremlins. He's a writer too, penning many of the *FF* series' most memorable plot twists – such as Aeris' death at the end of *FFVII*'s first disc. The swine. He also directed *Final Fantasy VII: Advent Children*, Square's brilliant-looking, but duff, CG feature film.

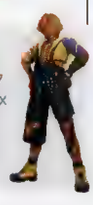
What's he doing now?

Working on the preposterously-titled *Fabula Nova Crystallis* series, which comprises *Final Fantasy XIII*'s mobile phone and PS3 spin-offs. He's also working on *Crisis Core* on PSP, a mysterious *FFVII* spin-off, and *It's A Wonderful World* on DS.

Why we like him?

There's nothing as beautiful as a Nomura game. His outrageous and unique monsters, flair for distinctive costume design and epic Hollywood-inspired FMV direction set his games apart from Western RPGs, with their muddy brown colour palettes and bearded

Who are you?
Name Tetsuya Nomura **Age** 37
Role Lead Designer, Square Enix
Key Games *Final Fantasy VII, Parasite Eve, Kingdom Hearts, Chrono Trigger.*



The Insider

He's the man who knows too much...

We've discovered that Ubisoft's stunning medieval murder adventure **Assassin's Creed** won't be set solely in 1192 with – skip the rest of this paragraph to avoid major spoilers – the core plot based in the present day/future. How? All thanks to an unwitting voiceover actress who worked on the game. Veronica Mars actress Kirsten Bell claims that the game is to do with DNA, and how your genes may contain memories. "It's about this science company trying to, Matrix-style, go into people's brains and find an ancestor who used to be an assassin and sort of locate who that person is," Bell reveals. This ties in with our suspicions in PSM76, where we talked about how the words 'Genetic Line Disrupted' flashed on screen when you die, with the character in some kind of Vanilla Sky-style hospital.

"Eidos have acquired the rights to C4 TV show, The OC"

SCi (and Eidos) have acquired the rights to 11 **Warner Brothers** franchises, including Looney Tunes, Hanna Barbera and (prepare to be excited or horrified) C4 TV show The OC in a deal worth £44m. Looney Tunes characters include Bugs Bunny, Daffy Duck, Road Runner and Speedy Gonzales. The OC on the other hand features Mischa Barton and the other fit one. All games are scheduled for PSP. Hanna Barbera's Tom and Jerry, the Flintstones and Yogi Bear are also mooted, plus a Batman game based on the DC comics. In truth, few Warner games are unlikely to trouble PS3, unless the latest series of The OC takes an explosive action RPG twist.

Next-generation **Tomb Raider** will leave you "drooling", claims Eidos boss Ian Livingstone OBE, with Lara looking unbelievably realistic. "I've seen some of the in-game models and it's just like watching television," he claims. "If you felt you were in love with Lara Croft previously, you ain't seen nothing yet. You'll be drooling when you see the new Lara when she appears in the next iteration." Expect more on Eidos' premier franchise in early 2007, with the plot expected to pick up where **Tomb Raider Legend** on PlayStation 2 left off.

A **Jay And Silent Bob** game? That's the spectacular wish of Clerks II/Dogma creator Kevin Smith – though he won't be taking direct control. "I'm not really good enough to pull it off," he claims. "Games is one field in which I like to be entertained, rather than try to be entertaining." Smith admits he'd be happy to write the back story, but would leave the level design to the experts. "When it comes to levels and bosses and stuff like that, I'm not so good." Smith famously claims he's been into videogames since *NHL Hockey* on the Megadrive – a 'star' of his movie Mallrats.

Shock news? PS3 'exclusive' **Devil May Cry 4** will appear on Xbox 360 – because, rumours suggest, Sony have been slower to tie down deals than they were with PS2, while Microsoft are quick to 'assist' – i.e. wave the cash. On the bright side, despite rampant internet speculation, **Metal Gear Solid 4** is still exclusive to Sony's machine. Finally, expect to see Activision's **Transformers** movie game, based on the forthcoming Michael Bay flick, around about as we speak. More next month as publishers announce their 2007 schedules.

Hot tip: Watch out for a superb museum level in **Stranglehold** where you shoot out the bones of the dinosaur exhibits and slide down their spines. Elsewhere, Sony Europe boss Phil Harrison has let slip that – praise be! – **LocoRoco** will return. He's not clear how, but he does say, "We're going to bring the franchise back and evolve it with some new friends." To us, this sounds like it could be a downloadable game on the PS3 network, perhaps with tilt functionality? More next month.

Croft insulation If there's ever anything we're looking forward to in hyper-real-o-vision, it's Lara.

"Crash Bandicoot is there for download"
The PlayStation Store page 16

PS3 UPDATE

Ninja Gaiden Sigma sneaks on to PS3

But can you handle the hardest game in the world?

Now, the fact that this is a 'remake' of classic Xbox slice-'em-up *Ninja Gaiden Black* doesn't mean it's some shoddy old cast-off. Tecmo's Team Ninja are re-directing the cut-scenes and rendering them all using PS3's hardware - including new levels and new features, and a new playable lady character. So good news, then, but even as it was *Ninja Gaiden* is a hardcore thrill. It's the toughest game in the world and requires extreme reaction times and manual dexterity. One of the game's designers Andrew Szymanski says that if *Sigma* does well, Team Ninja will seriously consider releasing further sequels on PS3. T'riffic.

Ninja skills Ryu Hayabusa is the lead character. He's slick like oiled seals.

Lardbag right This absurdly-proportioned lady is Rachel, the new playable character.

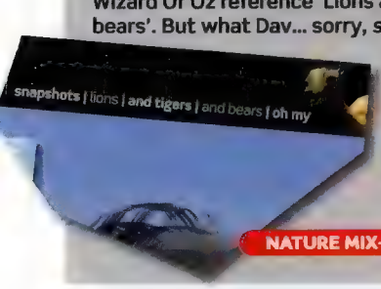
The PSM3 Wrong-Righter

EMAIL PSM3 @
Spotted some Bertie Bollax in PSM3? Tell us: psm3@futurenet.co.uk

Rubbing the wax-hot polish of truth over past issues

AFRICAN BEARS? ✗ WRONG

If you look at the top right of last month's Afrika preview you'll see the 'hilarious' and 'timely' Wizard Of Oz reference 'Lions and tigers and bears'. But what Dav... sorry, *someone*, didn't realise is that there are no bears in Africa. In fact, it's one of the few countries in the world that doesn't have any. The tool.



NATURE MIX-UP! PSM 83 page 31

SECRET JAFFE PROJECT ✓ RIGHT

We revealed in issue 81 that *God Of War* creator David Jaffe was working on a game that was a bit like "*Bomberman* and *Twisted Metal*". And you know what? He was - it's *Calling All Cars*, his downloadable PS3 game that should be available in the PlayStation Store any time soon for a bargain price. Nice one, Jaffster.

PSM 83 page 16

NEW MGS4 TRAILER ✓ RIGHT

Before the Tokyo Game Show we said Konami would show off a dazzling new *MGS4* trailer with 60% new gameplay footage. And you know what? They bloody well did. And it was dazzling. So dazzling we had to squint while watching it. Konami only give PSM3 the scoop when it comes to *MGS*. We're ace.

SOLID VIDEO! PSM 80 page 14

ON THE DISC
See all the latest trailers for PS3 on our DVD now
PS3/Latest

PSM3 SPECIAL REPORT

PlayStation 3 Store delivers the goods

PS3 online gets better every month

The main new draw for the PS3 online store is the inclusion of PSone games for PSP. Yes, you can now use your PS3 to (stick with us here) download PSone games to your PSP – or rather an early cluster of first-party Sony 'classics', with plenty of other titles to follow. See the tracklist over there for current details. The good news is that the system works well, games cost $5.99 each (pray for a £2.99 UK price) and downloading only takes about half an hour (for the 535Mb of *Tekken 2*, for example). Interestingly, rather than download to your PS3, you're required to plug in your PSP via USB before starting the download. After a brief check to see that you've got version 3.02 firmware running (but no, the system *isn't* smart enough to give you this firmware if you haven't got it) the game begins to download and, once complete, it fires it over the USB connection so it appears on your PSP's card in the Game menu. Meanwhile back on your PlayStation 3's menu, there's no sign that the game was ever there.

The good news is that you can download each PSP game you buy to *five* PSPs. Transferring a game to PSP leaves a new Certificate Utility in your Game menu, registering that PSP as 'one of your five'. It's a shame that if you want to load the game on to more PSPs you have to download it from the Store each time (the file isn't stored on your PS3) but you could – conceivably – put the game on all your friends' PSPs for free.

Crash for cash

So what are they like? Amazingly good. *Crash Bandicoot* and *Tekken 2* being particularly so – in fact, exactly like a proper PSP version of both games would look, and exactly as you remember them on PSone. Elsewhere the downloadable PS3 games are a decent bunch (we particularly enjoyed *Lemmings* with its online world rankings and we're all *Blast Factor* masters these days), the 'Blu-ray' trailers look a little grainy but are a welcome splash of real-world cool and – best of all – the game demos are numerous, massive and FREE – meaning that any new PS3 owner has got a month's worth of free content ready to play from day one. Good work, Sony. Now keep it up.

NEW GAMES
Try then buy There's a retro flavour in the house now, but new games will follow.
TRAILERS
Movie makers Take your pic from a range of (Sony) movie and game trailers in hi-def.
HDD SUPPORT
Fantasy a reality The new support utility for PS2 HDD lets you play FFXI on PS3.
PSONE ON PSP
Blast from the past Download six old PSone classics to your PSP, via your PS3.
PAYMENT
Tekken it away The card you registered when you signed up is billed instantly.
SONY
PSP
HOME
VOL
SELECT
START
POWER
HOLD

How the shop works

It's a little chunky – particularly if you're in the standard def TV mode – but it looks and works just fine. There are sections entitled Featured (which is the place to go for new content), Blu-ray trailers (movie trailers), Game trailers (movies of games), Game demos (playable demos) and Downloadable Games (full games to buy, including the PSone PSP games). And finally there's All (which is everything on the store racked up in alphabetical order).

A click adds them to your shopping cart. Go through to the checkout and Buy them, and your account (i.e. the credit card you entered when you signed up for your user ID) will be billed and an email receipt sent to you. Simple. One bad thing is that if you're downloading more than one thing you can't just hit Download and go away – each item you've paid for needs clicking for 'Download'. Expect later firmware fixes to remove such niggles shortly.

PS2 system data

This new, free utility emulates the old PlayStation 2 HDD drive and sets aside a section of your PlayStation 3's HD for use with PS2 HDD games (such as – and pretty much only – *Final Fantasy XI*). Don't want to play *FFXI*? Don't bother with this.

Blu-ray trailers

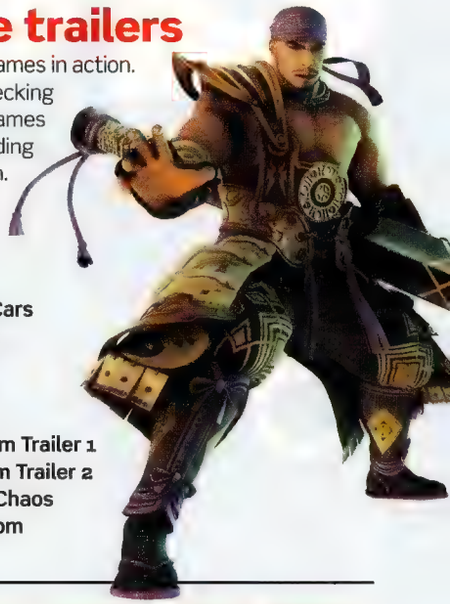
Not really 'Blu-ray' trailers at all but hi-def trailers of films available on Blu-ray, presented in MP4 (i.e. worse than actual Blu-ray) quality. They look OK, but nowhere near as good as the actual discs.

Black Hawk Down
Click
House of Flying Daggers
Silent Hill
Stealth
Talladega Nights
Ultraviolet
Underworld Evolution

Game trailers

Videos of games in action. Ideal for checking out Store games before deciding to buy them.

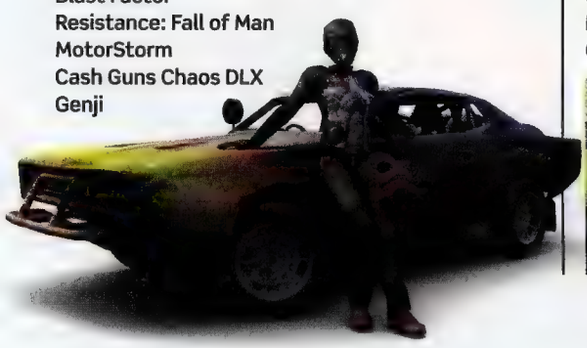
Lemmings
Lair
Genji
Calling All Cars
Resistance: Fall Of Man
Warhawk
NBA 07
MotorStorm Trailer 1
MotorStorm Trailer 2
Cash Guns Chaos
Dark Kingdom



Game demos

Playable demos of PS3 games, including those available to buy and download via the Store.

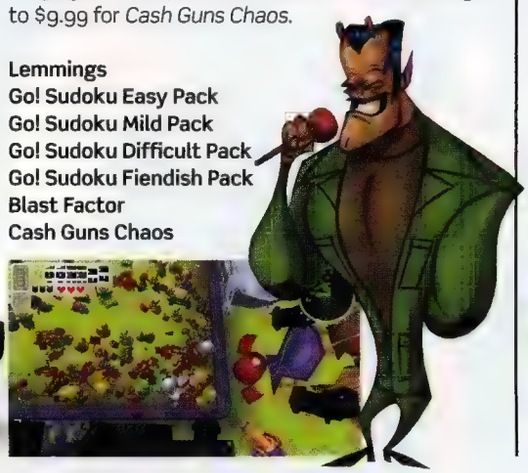
LocoRoco Christmas (PSP)
Lemmings
Formula One Championship Edition
Go! Sudoku
NBA 07
Blast Factor
Resistance: Fall of Man
MotorStorm
Cash Guns Chaos DLX
Genji



Downloadable games

The first crop are a decent bunch with prices ranging from $2.99 (for the *Sudoku* Packs) through to $9.99 for *Cash Guns Chaos*.

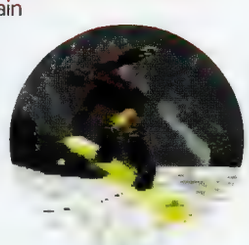
Lemmings
Go! Sudoku Easy Pack
Go! Sudoku Mild Pack
Go! Sudoku Difficult Pack
Go! Sudoku Fiendish Pack
Blast Factor
Cash Guns Chaos



PSone games for PSP

All are just $5.99 – a bargain – with lots more to come, Sony tell us.

Cool Boarders
Crash Bandicoot
Hot Shots Golf 2
Syphon Filter
Tekken 2



PS2

Pub SCEE | **Dev** SCEA
Players 1 | **Genre** Action
FYI Much-anticipated PS2 sequel

ON THE DISC
See the game in action on next month's DVD

HAMMER OF THE GODS!

Could you button-bash you're way out of *this*? We get down and deity with *God of War 2*!

Sony's Santa Monica Studios, the developers of *God Of War*, really know how get your attention. While many other games greet your with a warm induction handshake or allow you to dip your elbow in the water before embarking on an adventure, Sony's Santa Monica studios strip you down, slap your cheeks and then leaves your cheese out in the wind. Who can forget the opening of the original *God Of War*? Within barely minutes of game time you're tearing chunks out of the multi-headed Lernaean Hydra, whirling the Blade of Chaos to flail its scales and puncture the eyes.

It was a contest of such fury and size that it would normally be the climax of a game. But, like we said, they like to get your attention, which means the ante has had to be upped for *God of War 2* – an explosive opening of epic proportion has had to be created that makes the hydra confrontation look like high spirited horseplay. And, to our mind, we think they've done themselves proud.

Greece is the word

The hero at the centre of the action is, of course, Kratos, Ares' replacement as the new God of War, who has spent his time since the last game making Ares look like a soft touch. As perhaps punishment for his bloody thirsty ways, Kratos is plunged into the ancient city of Rhodes in the midst of a Roman

"It's an explosive opening of epic proportion"

Cover Game

PS2

Invasion and, reduced to the size of a mortal man, he must slice his way through the enemy troops.

Is statue? Yes, it's me...

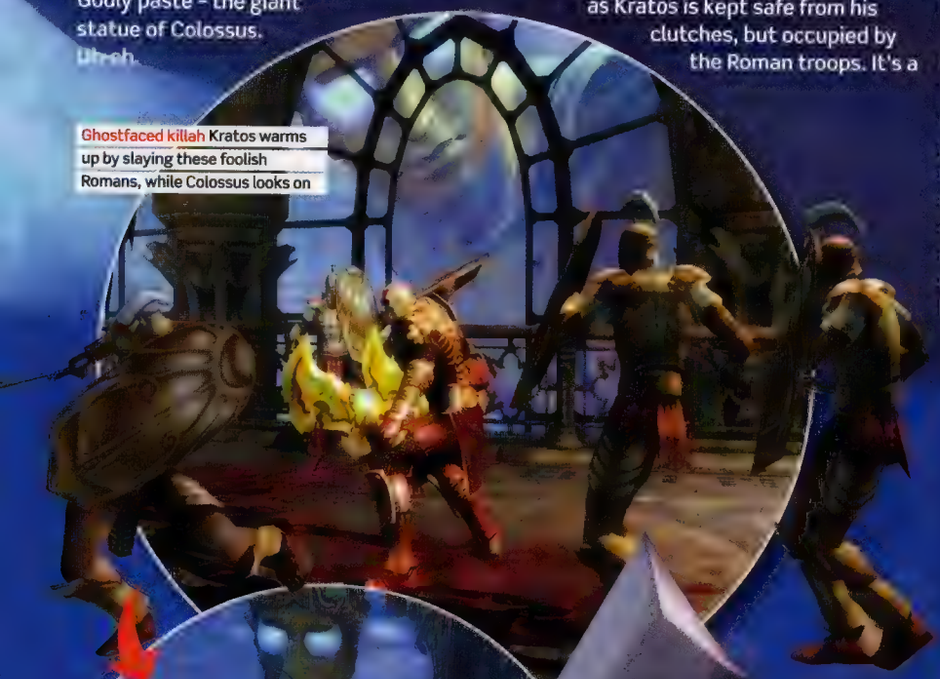
Fortunately as he retains his Godly powers and brutal fighting skills, the opposition are reduced into bloody pulp in moments. The real threat to Kratos, however, is outside, peering in with flashlight eyes, restlessly shifting its weight, itching to get its hands on our hero and turn him into Godly paste – the giant statue of Colossus. Ulrah.

Standing over 150 feet tall, Colossus is the focus of the first level, dominating the city of Rhodes by standing waste high in city's harbour while Kratos scurries through the waterfront buildings. The whole levels works as an extended boss battle, with Kratos engaging Colossus directly at several stages and, in between, navigating his way through the crumbling city using his varied platforming skills.

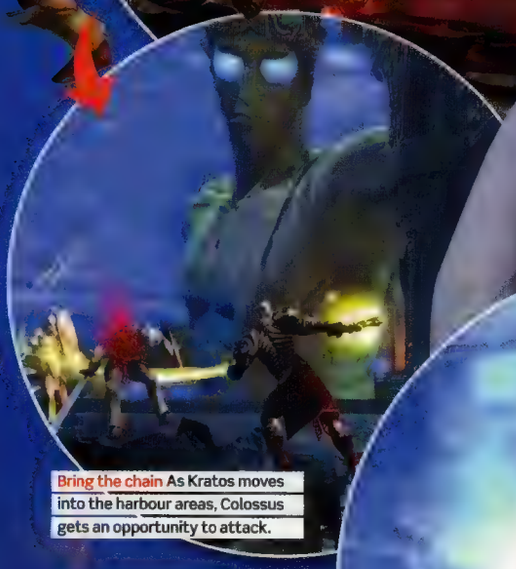
The first time you see Colossus, the huge spooked statue glares with venom as Kratos is kept safe from his clutches, but occupied by the Roman troops. It's a beautifully put together moment as, even though the player's attention is elsewhere, Colossus is constantly in frame, programmed to follow Kratos' every movement with his evil stare. If you were in any doubt of his sheer size the point is rammed home in no uncertain terms as a caravan-sized fist bursts through the wall. Then, later on, a giant foot plunges through the ceiling only to be forced away by Krato's Godly strength and – of course – some serious mashing of the ◎ button.

Gods and rockers

The first direct confrontation with Colossus is made up of the same gameplay combination used to great a effect in the original game – real time scrapping which climax into playable cut-scenes for the more elaborate action. So, initially, Kratos is situated on a platform that is being pummelled by Colossus'



Ghostfaced killah Kratos warms up by slaying these foolish Romans, while Colossus looks on



Bring the chain As Kratos moves into the harbour areas, Colossus gets an opportunity to attack.

Magic number As God Of War, Kratos has a full array of magical powers with which to inflict pain.

"Colossus constantly in frame, following your every movement"

"Colossus, the huge spooked statue, glares with venom"

Hit the Rhodes Despite the size difference, Kratos has got the brute on his last legs. Game over.

Socket to 'im As the statue weakens, Kratos can scramble up and directly attack the eyes.

Scarface As the battle continues, Colossus starts to crack and crumble – especially round the face.

mighty fist. Rolling out of the way of the Richter-scale-registering slams with the right analogue stick, Kratos can unleash his fury on the stony mitts before Colossus can raise them. Even though this is obviously having some effect, it's the giant's eyes that needs to be targeted. Spying a catapult, Kratos places himself as the projectile and battering the ◎ button loads the mechanism and our pasty faced hero is hurled towards the giant's head.

Unfortunately the mighty mannequin is one step ahead,

Get Shorty The first task is to get the little imp of the lump. One tug on the big guy's eye will do it.

Eye catching Once Kratos reaches the beast's head, he can pull on the big guy's peeper. Ouch.

Eye spy And hey presto! One blind titan. Where's a golden retriever when you need one?

Eye for an eye

He may be optically impaired, but the Cyclops still packs one hell of a punch. No-one said mythical Greek combat had to be fair though, so feel free to use an eye rake here or there to give you the advantage. It may be dirty but it gets the job done. In fact, Kratos does such a professional job on the beast that you almost feel sorry him. It takes a real bully to go for a Cyclop's *only* eye - kick him the nads or something, but not his eye, surely?

Hammer time Please note you beat the king with his own weapon – just to rub it in.

Ride and Seek

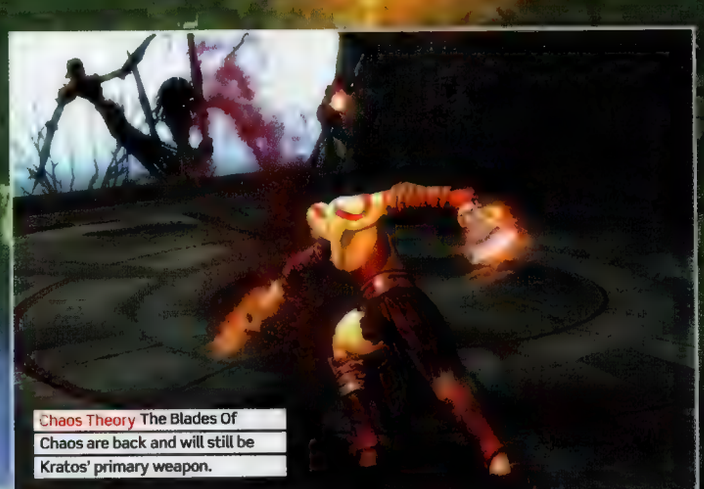
This boss is the Barbarian King that defeated Kratos as a Spartan Commander just before our hero made his pact with Ares. Now Hades has resurrected the savage, allowing him to seek revenge on his killer. If you're wondering why he's so big, it's because every time Kratos kills one of his minions the King absorbs their soul. And he's a fan of protein shakes.

snatching Kratos out of the air and, in one movement, slamming him into the side of the nearest building. The impact shakes the earth but once Kratos has slid down and plucked his teeth from the masonry, he's back to the brutal knuckle-rapping. As the Colossus staggers back from the relentless digit abuse, Kratos attempts the catapult launch once more – this time with greater success – and lands square on the monstrosity's torso. Now things really start to heat up.

The game now switches to the playable cut-scene where, with the help of on-screen prompting, a series of action buttons must be pressed to allow Kratos to dodge the flailing arms of Colossus and launch himself at the statue's face. The final button press allows Kratos to pop open the bin-sized lid and puncture the eyeball with his blade. Writhing in pain Colossus grasps Kratos and hurls him to the other side of the level.

the huge blade before ripping it from the earth. So, all in the space of the opening level, Kratos has been dethroned, made man-sized and now stripped entirely of his powers. Fortunately he's still 'pretty good at fighting' and has an unnatural thirst for violence, so takes his new blade and

"Then comes the Godly intervention of Zeus himself"



Chaos Theory The Blades Of Chaos are back and will still be Kratos' primary weapon.

This epic struggle continues across the crumbling city, with Kratos continually scrambling up Colossus like a demented lumberskull, attempting to blind the stone giant further. Then comes some Godly intervention as the voice of Zeus himself booms out from the heavens. Kratos cries out that he needs no assistance, but soon finds the Sword of Olympus embedded in ground before him nonetheless.

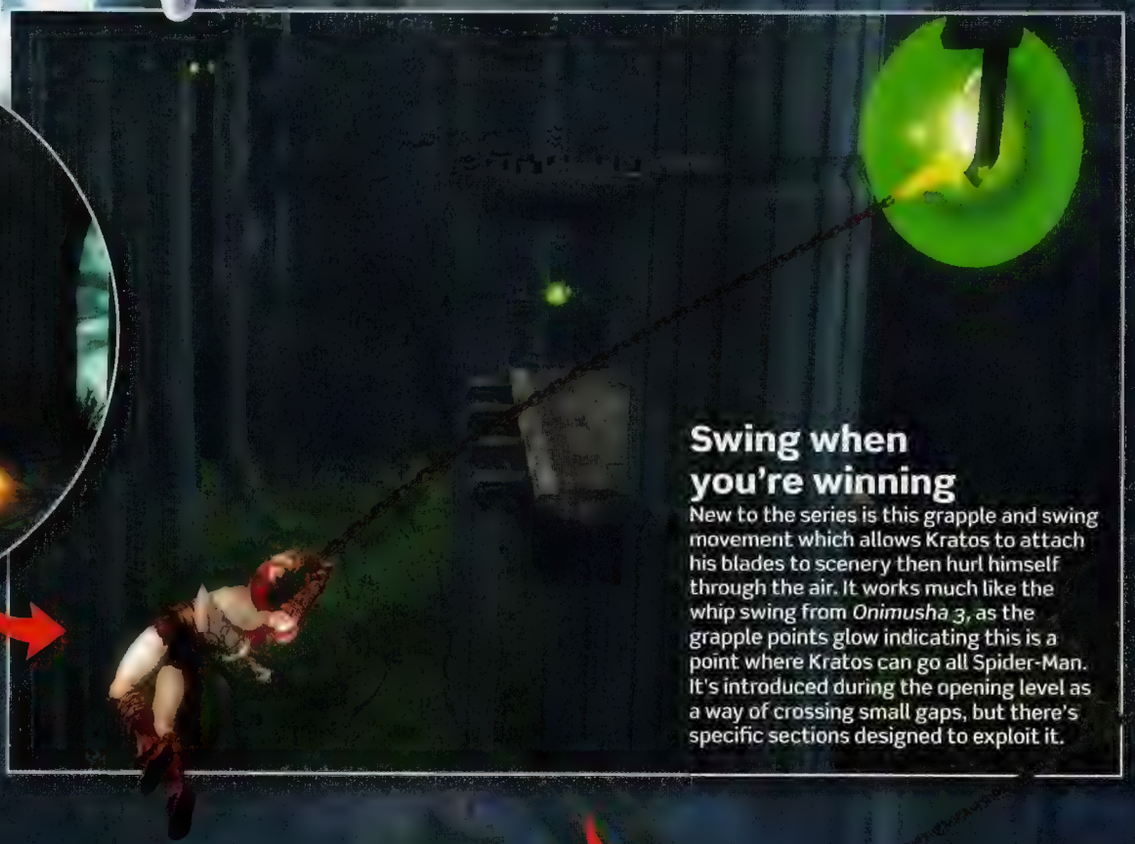
Unfortunately, for the sword to be wielded it must first be powered up – which means Kratos must drain his red orb reserves, energy and magical power into bursts into the stomach of Colossus to – get this – attack him *from the inside*.

Belly of the beast

It just goes to show the scale of the action that the boss you were once fighting now becomes the new environment. Only a few PS2 games – such as the aptly-named *Shadow Of The Colossus*, have managed create action on such monumental scale. And this is still only the opening level.

Once inside Colossus, Kratos must use his agility to dance through the

Chained male The beauty of the Blades of Chaos is that they reach both grounded and airborne foes.



Swing when you're winning

New to the series is this grapple and swing movement which allows Kratos to attach his blades to scenery then hurl himself through the air. It works much like the whip swing from *Onimusha 3*, as the grapple points glow indicating this is a point where Kratos can go all Spider-Man. It's introduced during the opening level as a way of crossing small gaps, but there's specific sections designed to exploit it.

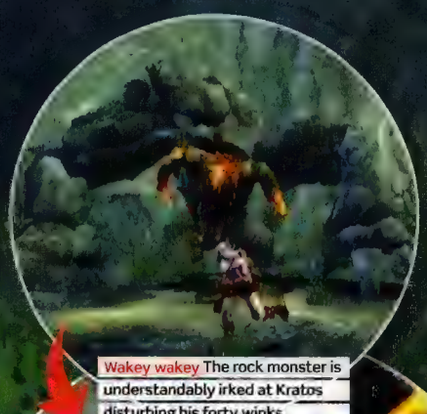
decaying structure and place his blade into the robotic Colossus' enchanted cogs and gears. Scurrying through Colossus' skeleton like a tooled up parasite, Kratos makes his way to the head, where the final gear is found. Plunging the sword in sends the hulking structure into a crumbling mess, forcing Kratos to burst out the mouth to avoid being taken down in rubble. Now *that's* a finisher.

Taking the myth

It's a breathtaking opening that manages to surpass the ferocity of the original's Hydra fight. But while the Hydra fight was, for many, the highlight of *God Of War*, this Colossus confrontation is only the beginning for *God Of War 2*.

The developers realised that after the Hydra fight the rest of the game, while not a disappointment, failed to match the intensity of the opening, and so hope to rectify this by including boss battles of similar scale *all the way through* the sequel.

It's interesting to note that the Hydra fight was the last part of the original game to be created and so allowed the developers to use all the lessons that they learnt while creating the game. Now, of course, they are well aware of just what they are capable of producing. You can bet your house that once *God Of War 2* has got your attention, it will never give it back.



Wakey wakey The rock monster is understandably irked at Kratos disturbing his forty winks.

Whip it out Once you've inflicted enough damage you can enter the command prompt mini-game.

Rock out Without breaking a sweat, Kratos has vanquished his mighty foe. All in a day's work.

Get your rocks off

The rock monster is *God Of War* action at its best, combining spectacle and masses of violence into one brilliant boss battle. And, if you thought that the prospect of a 60-year-old Rocky Balboa was bad, just get a load of this guy. He's a lot less wooden than old Sly as well.

Hold me close Get a firm grip around the mutt's neck and then yank it like a Christmas cracker...

Knife & easy Take care of head number two by shoving your sword right in its cranium.

It's a dog's life

Three heads are definitely better than one, as the original hound from Hell sets upon Kratos. Cerberus is a tricky brute, and it's going to take more than a slap with a rolled up paper to put this pooch in his place. Follow these non-approved RSPCA actions to put him to sleep permanently. Bad dog!

Heads will roll Decapitate doggie to finish him off. Voila! No more scooping up crap in the park.

Get a grip Kratos must lift an *entire temple* in order to create a bridge to grab the Golden Fleece.

PS3

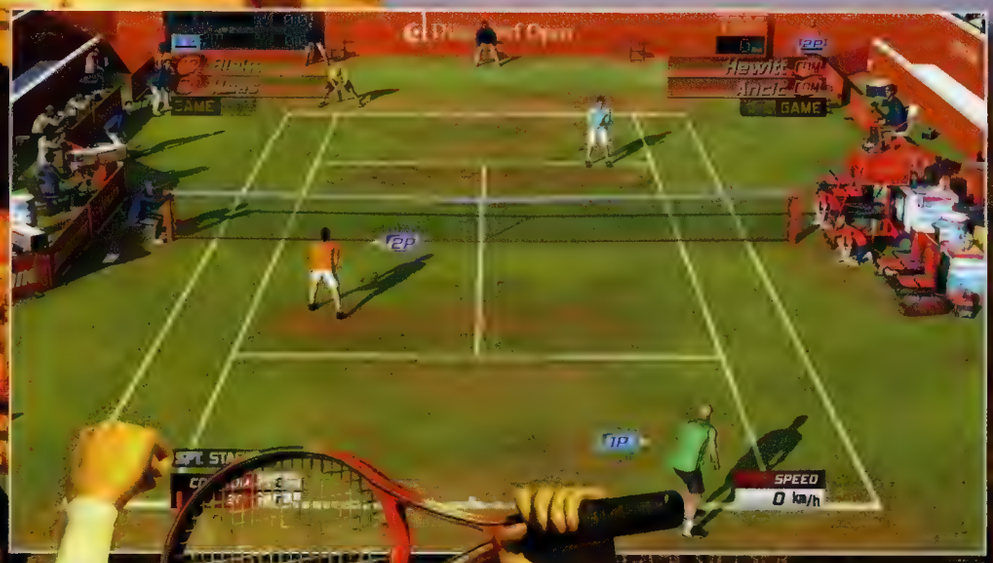
Pub Sega | **Dev** Sega
Players 1-4 | **Genre** Sports
FYI The finest sports sim ever

ON THE DISC
See more of *Virtua Tennis 3* on a disc soon

Virtua Tennis 3

Serving up another grandslam of a game

Nathan Irvine



1 The gameplay is a 'smash' hit

It's a bold statement, but *Virtua Tennis 3* could be the most accurate sports sim you'll play. From delicate drop shots and powerful smashes to the way the momentum acts perfectly on different surfaces, *VT3* feels superb so far.

2 The player models look absolutely 'ace'

With PS3's power at their fingertips, Sega have really gone all out to making the players look realistic. From Roger Federer to mum's favourite 'Tiger' Tim Henman, they look scarily close to the real thing. Each of the characters also play with their own style, so powerhouses like Venus Williams will tear into the ball with a massive grunt, yet nimbler ladies like Hantuchova will place their shots with swiftness and grace. It really gleams with that 'next generation', erm, gleam.

3 You'll 'love' the World Tour mode

VT2's World Tour mode was a tad boring and felt tacked-on. In *VT3*, there's a solid Career mode in place which lets you level-up your abilities through addictive minigames – see below for more details on these – compete in tournaments and decide when to head off on holiday to recharge your batteries. There are also side tasks – like pulling off three lobs consecutively – to complete at the tennis club.

4 'Court' a new control system

Fancy controlling your player exclusively by the power of tilt? Nope, us neither. Still you can now use the tilt-motion to serve, direct your shots *and* run around the court. We've tried this. We don't like it. We're sticking with the D-pad, ta.

5 The minigames just cannot be serious

The minigames are insane. There's one where you dodge huge balls while collecting fruit, a novel take on Bingo and one based on Space Invaders. These level-up your stats and can be played in four-player mode.

PSM3 Reckons

The best tennis game seems to have got better, with brilliant minigames and a nice Career mode. Shame it's not online, though.

ETA MAR 2007

Pub Eidos | **Dev** Deadline Games
Players 1-2 (via Wi-Fi) | **Genre** Shooter
FYI The spin-off from *Total Overdose*

ON THE DISC

Chilli Con Carnage

Total Overdose is back, with 50% more hat-catching

Dave Meikleham

The game with the stupidest name ever – except for *Earache Extreme Racing* – is a fantastic example of a title catering to PSP's strengths. Rather than try to crowbar *Total Overdose*'s free-roaming city into the handheld sequel, Developers Deadline have instead created a series of focused single-player missions and the game is all the better for it.

Flying around performing loco moves in glorious slow-mo is a revelation. We defy you not to giggle with delight as you flip off a wall, shoot three guys in the head and then catch their sombreros on your bonce before they hit the ground. Now that's a spicy move.

Trouble is, this fluid combat is offset by some – at present – rather inept platforming. As Ram, you can defy the laws of gravity and physics for the most part, but somehow can't clamber over a three foot box. The level design can also be a little confusing, and you'll frequently get lost after clearing an area of mean hombres. Still, when a game lets you hang out a speeding tractor, shooting at chubby Mexicans in chicken suits, then it deserves a little slack.

Chilli also features a Survival mode, called El Macho. Here, you have to constantly kill the bad guys to keep combos going as long as you can. There's also a multi-player mode, so now a friend can share all the co-op gringo goodness. Can *Chilli* be hot stuff? We reckon it (Mexi)can.

"I say the chicken came first!" "No, it was the egg, dammit!" "Chicken!" "Egg!"

CAN'T WAIT

Like this? Play these...

Total Overdose
PS2 **90%**
Not quite *GTA Mexico*, but ace all the same.

Max Payne
PS2 **[illegible]**
The game that invented bullet time. An oldie, but a goodie.

GTA: Vice City Stories
PSP
One of PSP's best. The Tony Soprano of its genre.

INFLUENCES

The recipe for the hottest chilli

Relish with success It's not big, and it's definitely not clever, but *Chilli* still makes us laugh.

Hail, Cesar

Chilli's main bad guy is vile kingpin Cesar Morales, but he's just one of the many bosses you'll have to fight over the course of the game. From dynamite-wieldng OAPs to brassed off mechanical bulls, the game's battles are anything but conventional. At least *Chilli*'s depiction of women – as seen above – is normal... if you watch midnight repeats of Gladiators on Challenge TV that is.

PSM3 Reckons

More Mexican madness than a night in with Old El Paso, this is perfectly suited for PSP and should be essential for all shooter fans.

ETA MAR 2007

Your words, your pictures, your videos...

Your Space

Start

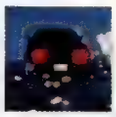
30 Letters
Choice cuts from the PSM3 mail sack.

32 Robo-Mind
The robot is back and he's angrier than ever.

33 MySpace
Our eight favourite readers this month.

34 Reader Critic
Disagree with our scores? You try it!

35 YouTube
The best videogamer videos around.



36 Challenge
Monthly challenges for hardcore gamers.

37 I Can Do This!
Your top gaming feats exposed.

37 Beat The Team
Can you beat Dan D and Nathan online?

PSM3 Wants You!

Post PSM3, 30 Monmouth St, Bath, BA1 2BW. Star letter wins the writer a game

Email PSM3@futurenet.co.uk

Text 87103 and start your message PSM3

MySpace & the PSM3 blog Go to myspace.com/psm3 or check out psm3mag.com

Online Play the team at online games and win big

Letters To PSM3

Your letters and emails, sifted and printed

All games are RPGs

LETTER

There I was, playing PS2 as usual, when it suddenly struck me – all games are RPGs! Think about it – the core elements that make up a role-playing game like levelling-up, strategy and an unfolding story are staples of pretty much every game ever, from *Hitman* to *God Of War* to *Pro Evo*. Especially these days when more and more games are letting us edit and evolve our characters. Look at the *PES* master league – it's as complex and convoluted as even the beardiest of RPGs, but because it's football players and not armour-clad goblins, it's somehow more acceptable.

> "*San Andreas* is one of the biggest RPGs ever"

So if you're the kind of person who scoffs at RPGs for, take a closer look at your game collection. You could be an unwitting 'geek' yourself. *San Andreas* is one of the biggest RPGs of all time, with its huge game world and the way you can customize CJ. And people get just as obsessed with it, playing for hundreds of hours, like 'geeks' do playing stuff like *Final Fantasy*. But try telling a 12 year-old wannabe 'gangster' that. He'd probably just laugh at you.

Nathan Barrett, email

And happy slap you, before putting the video on YouTube. Good observation there, Nathan. We've always thought this and have been noticing the recent surge in games that let you fiddle with your characters' stats and wander around a huge game world. But the stigma will always remain, because RPGs are the 'progressive rock band' of games – clever, conceptual and mind-expanding, but also a time-sapping chore and often hard work.

Beard science At this rate, the next *Tomb Raider* will be a hundred-hour MMORPG with turn-based combat. Probably.

Ghost rider

Right, this might look like an absolute tip, but I'm a massive Pimp My Ride fan and I've just seen a trailer for the new game on the net. I've always secretly wanted a Pimp My Ride game and this could be amazing. Probably.

Andy, email

Yeah, we'll have the low(ered)-down on *Pimp My Ride* soon, but for now we'll reveal this – the game lets you 'ghost ride the whip'. What? Oh, let us explain. To 'ghost ride' the 'whip', one lets their car – or 'whip' – roll gently forwards while they breakdance around it. Search YouTube for 'ghost riding the whip' and be amazed. Or utterly confounded.

Freedom force

I like Nathan. He has amusing hair. But he's

Whip it Don't try this at home. (Try it on the streets at night.)

"You What?"

Thanks for writing. No, really.

I'm Santa's gaming representative. You better be good or I won't pick out a good game for you and I'll leave you with an evil old Xbox.
Jamie, MySpace
Are you though? Are you *really*?

BABYSHAMBLES ARE BRILLIANT!
James, MySpace
Seriously, mate. They have neither the wit nor the talent of The Libertines.
Naked Thursdays!
Woot! Woot!
Nezumiiro, MySpace

Words of warning

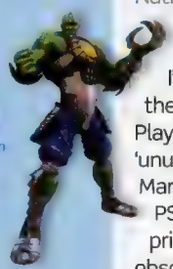
fackin hell guys u lot really do go on a bit and that dont you, write less words **Sax**

What, would you rather our reviews were all a sentence long? From now on we're going to write EVEN MORE, just to annoy you, Sax. La-de-la-de-la, lots and lots of words.

Fight club

whats the best fighting game on ps2 i thinjk its *tekken* **Anon**

Probably *Soul Calibur 3*, although it depends on what you're after. If you like technical brawlers, *Virtua Fighter*'s pretty strong, and *Tekken* appeals to arcade fans.



Portable problems

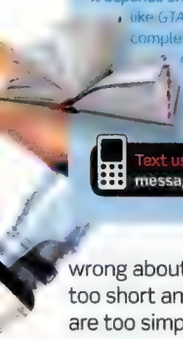
i am sick of my psp its rubbish and the games are all crap and basically just copies of old ps2 games **Anon**

Well, you're partly right, but there are some great games on PSP – *Lumines*, *LocoRoco* etc. If all you're buying is PS2 ports then obviously it's going to be rubbish.

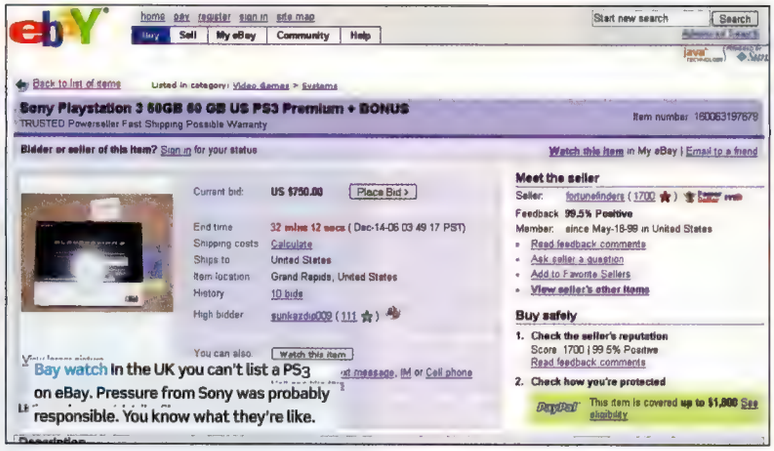
Songs of praise

how long does it take to make your average game. it must takes ages for big ones like *gta* **Poxxy**

It depends on the size of the game, but some – like *GTA* – take three or four years to complete. Sound, graphics, gameplay coding, programming, advertising, marketing... it's an endless list of stuff that needs doing, and that's why it takes so long.



Text us Send to 87103 and start your message with 'PSM3'.


eBay
Sony Playstation 3 80GB 60 GB US PS3 Premium + BONUS
TRUSTED Powerseller Fast Shipping Possible Warranty
Item number: 160063197879
Current bid: US $750.00
Place Bid >
Meet the seller
Buy safely
Bay watch In the UK you can't list a PS3 on eBay. Pressure from Sony was probably responsible. You know what they're like.

wrong about *Freedom Fighters* – it's far too short and the squad commands are too simple. *Conflict: Global Storm* walks all over it in big butch combat boots. It took four games to nail the formula but Pivotal created a combat masterpiece. The gunplay feels so good – clearing bunker complexes, checking corners, throwing flashbangs and wasting terrorists. Damn! Respect to the plumber bloke from *Freedom Fighters*, but he's no professional. Stick to fixing sinks, mate.

Michael Veal, email

First things first – do you work for Pivotal? If so, you're *shameless*. But if not, you must really love the *Conflict* series. Which is understandable because it's a great series of games. Just not as good as *Freedom Fighters*. We'd explain why, but just read Nathan's retro review again.

Cost cutters

I'm writing this on the November 17, the day we should've been playing PlayStation 3. But because of Sony's 'unusual' style, we're missing out until March. Already there are hundreds of PS3s on eBay, going for ridiculous prices. Even more ridiculous than the obscene RRP. All those wasted units could have gone to Europe. Games should be for the fun of the player, not for some greedy person to make a profit. End of rant.

Michael Dodsworth, email

We know what you mean about these people. Soulless, pointless profiteers. They need a firm kick in the plums. While hundreds of people went home disappointed, these tools didn't even take the thing out of the box in case it decreased in value. But that's capitalism for you.

Fear factor

There aren't enough scary games on PS2. I love horror films and crapping myself, so why am I never scared when I'm playing games? Two titles have come close – *Silent Hill 2* and *Forbidden Siren 2* – but they just don't get my heart pumping as much as cracking horror flicks like The Shining and so on. Hopefully there will be better horror games on PlayStation 3, what with the improved graphics. Think of how amazing and atmospheric *Silent Hill* will be when it looks almost real in 1080p!

Rory Bellows, Swansea

Spook out Do HD graphics equal more scariness in horror games? Hopefully.

You're right, really – there aren't many genuinely terrifying games on PS2, but titles like *Clive Barker's Jericho* and *Alone In The Dark* on PS3 will give it a go. Why are you named after Krusty the Klown's alter-ego?

Bay of pigs

All this fuss about people selling PS3s on eBay... it's mad! The website even banned listing them in the UK. Despite the prices, this would've been some people's only way of getting one. I'd rather buy from someone in the country than a random American.

Sophie Cooper, Plymouth

We sort of agree, but there are too many dodgy characters selling them. Looks like the only way to be safe 'n' sure is to wait for that delayed UK launch. In March. Hopefully.

Control freak

I'm all for the new PS3 pad. Remember back in the day when you'd turn the pad in racing games thinking it would help you corner better? This can become a reality! Good times they were, so why are people so negative about the Sixaxis? It's the perfect replacement for the DualShock. Also – why do you guys play online *PES* all the time? I'm a *FIFA* guy and want to be in my own comfort zone. You scared or something? Lastly, you replied to Andrew Haddons' letter saying Andy had no age, but in the top eight under AJ Slater you said he's 12...

Gary Noble, East Kilbride

Sixaxis is definitely interesting, but we've yet to see a REALLY good use for it. The best we can think of is flicking it

Best of the Blog

Visit PSM3MAG.COM and have your say

"Twatting nerds with cricket bats"

Posted by: PiRoMaNiAC

"I can't wait for World War 3 because afterwards there'll be loads of great World War 3 games."

Posted by: Slayer

"I just wanted to say schnub."

Posted by: Rebekah

'Best' of the Rest

Meanwhile, **Liam** talks *Scarface*. "I died for the third time trying to raise money for a bloody pawn shop. Stupid dirty and clean money idea. Burn it with fire!" Elsewhere **harleymanger** gets hot under the collar thinking about PlayStation 3, "It's so sexy with its black finish and chrome trimming. Nothing stands in its way." And props to **DAVE** for his gaming life story. All 80,000 words of it, in Joel's final video post.

Blog We post every day. Go to psm3mag.com for free PSM3.

For us, every day is naked Thursday. Except Thursday. Snake backflipping onto a missile fired from a HIND helicopter to change its course. **[AdaM], MySpace**

Man, we love *Metal Gear Solid*...

Satan has all the best music. **Alabama, MySpace**

Yeah, we've seen his record collection.

Milf spends his nights in a padded room surrounded by pictures of Dr Doom and likes to pop inflatable worlds. **Mitch, MySpace**

Ironically, he does. Bring back Gamefax and Gamepie and all the stuff at the top!

Billy, email

For the last time, NO! Do any of you lot speak Japanese? Because you always review Japanese games. How do you understand them? **Gimmer, email**

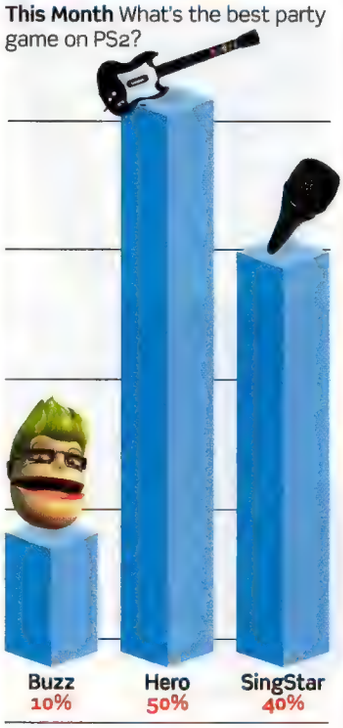
No, none of us speak Japanese. Well, Joel does a bit. He's quite good. Besides, all you need to know is 'Yes', 'No' and 'Will you take the shotgun shells?'.

Your Space

Poll Position

We ask. You Answer

This Month What's the best party game on PS2?



Next Month Best RPG: *Final Fantasy*, *K. Hearts* or *D. Quest*?

MySpace Cast your vote at http://www.myspace.com/psm3

forward to perform a melee attack in *Call Of Duty 3*. We barely even used it in *MotorStorm* because it made the game weird and too hard. We don't play *FIFA* online much, but we'll try to soon. We're just dedicated to *PES* because we love it. And Andy still has no age. He was 12 briefly, but has since regressed backwards to minus 12.

Moody blues

I am depressed. You have reviewed a whole bunch of PS3 games so far and even though they all got good scores, it was a massive letdown. You got so excited about PS3, I expected every game to score 98%.

Pedro, email

Cheer up, Pedro. Most of the games we've played so far have been great. It's early in the console's lifespan, so there's no equivalent to *San Andreas* yet, but give it time.

Good samaritan

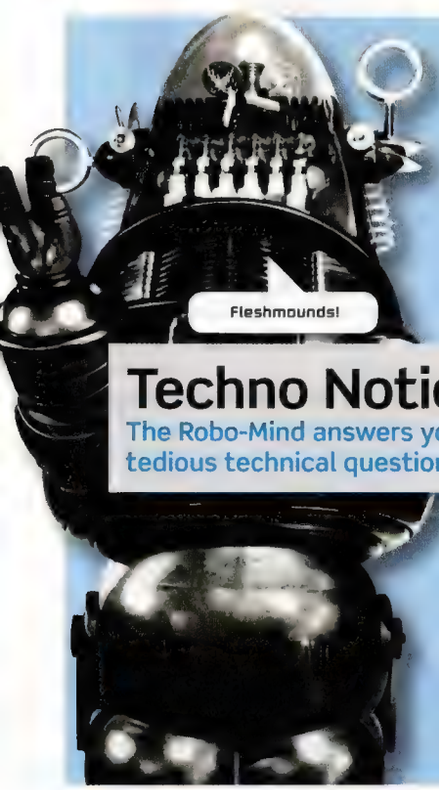
I was out getting a copy of *Scarface* when I saw a group of youths snatch a little girl's PSP out of her hands. The girl was about 10 years old and she just cried and cried and cried and nobody did anything to help her. I gave chase, but the little bastards jumped on a bus before I could catch them. I tried to comfort the little girl but she wouldn't stop crying and she said that her nan had just bought her the PSP for her birthday. The only thing I could do was give her a PSP. I went along to a phone shop, bought a phone and got a free PSP after I explained what happened. The little girl stopped crying at last, thanked me and ran off home. I had to tell you because I want you to know how fellow gamers look out for each other.

Alex Allen, email

Spin the yarn **Genuine tale of good deedmanship or the bizarre fantasy of a wannabe superhero? You decide...**

Then you woke up. Seriously, is this all made up? Nobody came to help the girl? What about her parents? Ten-year-olds don't wander around town by themselves. And the 'youths' jumped on a bus? The process of getting on a bus gives you a window of at least half a minute waiting for the doors to close and it to pull away. You seem to weaved quite a tapestry of lies here, Alex. Well done. (If this *is* true, we're sorry. Have a slap on the back.)

Resistance isn't useless *Resistance* scored 90% – that's more than any PS2 launch game managed. And the best is still to come.



Techno Notice

The Robo-Mind answers your tedious technical questions

Dear Robo-Mind

You know the PS3's hard drive, right? Sony are saying its upgradeable, but would I have to send my PS3 to Sony? Or can I do it myself? Cheers, mate.

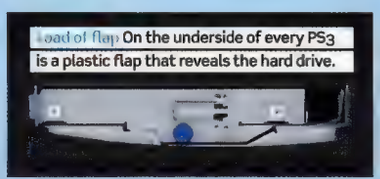
Barras, email

"Fzzzzt! Never refer to me as 'mate' EVER again. Now, if you look closely at the side of the PS3 you'll see a small access hatch – much like the one I have on my shiny ass to expel stale oil. This contains the hard drive and you can just yank it straight out by the metal loop and put a new one in. So don't worry if you can only afford the 20gb version now – you can upgrade later. You disgusting meat worm."

Dear Robo-Mind

So how does this remote control business work then? Can I really connect my PSP to a PS3 and control it? What does it let you do?

Pops, email



Load of flap On the underside of every PS3 is a plastic flap that reveals the hard drive.

"You worthless sack of flesh. You can connect your PSP to PS3 via wireless (IF you have the 60Gb model). You can then view the PS3's front end, look at photos, movies and listen to music, all streamed from the PS3. However, you can't watch a Blu-ray disc. Some games will also use this connection – *F1* for example lets you use the PSP as a rear view mirror. The things you humans come up with..."

Dear Robo-Mind

How far can I go with the wireless PS3 pad before it stops working?

Toxic, email

"What? Like your brain? Why? What Are you planning on sitting in the back garden with a pair of binoculars as you play? But I SUPPPPOSE I should answer your question anyway, no matter how much it pains me. I got one of those PSM3 morons to test it out and they went down two floors of a building and towards the opposite end, with it still controlling the PS3 all the way. So it's basically further than you'd ever possibly need it to be. Now get out of my heat detectors."

Dear Robo-Mind

How many pads come with the boxed PS3, then? Do I have to shell out an extra £20/30 if I want to play with someone else?

JF Sebastian, email

"Bleep! Bleep! Sorry, that's just my IDIOT SENSOR going off. You get one pad with a new PS3, so if you want to challenge your idiot friends you'll need to buy a new one. Sony – like me – are not stupid. Crunk."

@ Email us Got a question? Email it to psm3@futurenet.co.uk. Subject 'Robo'.

"Respect to the plumber from *Freedom Fighters*"

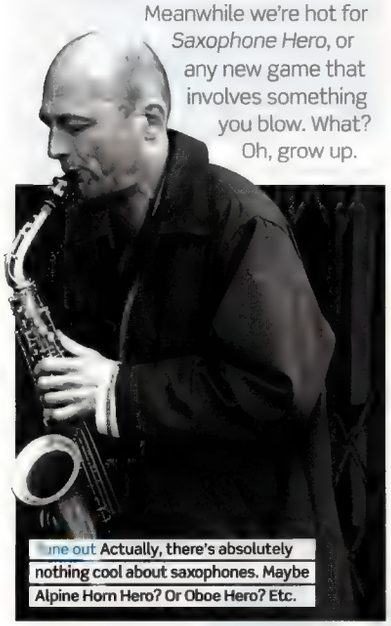
Michael Veal email

Moody blues

Guitar Hero is the best game ever. I keep imagining myself as Slash, in front of devoted fans. Are Harmonix doing any more *Hero* games with different instruments?

Ralfe, email

Word has it they're working on *Drum Hero* right now. Our only worry about this is the potentially bulky peripheral. Are they going to whop an entire plastic drumkit in the box or what? Meanwhile we're hot for *Saxophone Hero*, or any new game that involves something you blow. What? Oh, grow up.



…ne out Actually, there's absolutely nothing cool about saxophones. Maybe Alpine Horn Hero? Or Oboe Hero? Etc.

UK myspace a place for friends

Go to www.myspace.com/psm3 and join us

PSM3's Top Eight

MySpace readers who rock our world

[AdaM]

ABOUT HIM

"I'm a games obsessive. I spend most of my free time gaming and I want to work in the media."

INTERESTS

"My PS2. Had to come first of course. I'm on my third one now. Overuse it a little too much to say the least. I also like browsing the net, making signatures for forums with Photoshop and I love Muse. I hate chavs. They're scum. SCUM."

CURRENTLY PLAYING

MGS3: Subsistence

WHY WE MADE HIM TOP 8

We're big Muse fans too, plus we like the fact that he looks like Glyn from Big Brother in his picture. We love Glyn. Black pudding! Ha! Etc.

Daniel

ABOUT HIM

"I used to be fat. Fat and a geek. I say weird things from time to time but I'M NOT RANDOM! Hah!"

INTERESTS

"I like playing PS2 regularly, but I also love my PC and go on it at least once a day. I like writing reviews and I go to the gym as often as possible, but as you can see from my pictures I don't get the chance very often."

CURRENTLY PLAYING

Kingdom Hearts 2, Just Cause

WHY WE MADE HIM TOP 8

Daniel's been contributing to the PSM3 MySpace for ages now.

Runmaker

ABOUT HIM

"I'm a free thinker looking for a way out. I'm carving my way through life, one point to another. Optimism is my enemy. I've got no time for fake people or those who want to hate or bring negativity into my life."

INTERESTS

"This is where I say all the usual boring stereotypical stuff about music, films, football, cars, women, going out and getting drunk. Oh, and playing poker and PS2 until my eyes bleed."

CURRENTLY PLAYING

Need For Speed: Carbon, PES6

WHY WE MADE HIM TOP 8

His outlook on life is refreshing, plus he likes Hollyoaks.

James "Zippy" G

ABOUT HIM

"I'm just an average kinda guy who loves metal a lot. I'm very shy when I don't know someone."

MUSIC

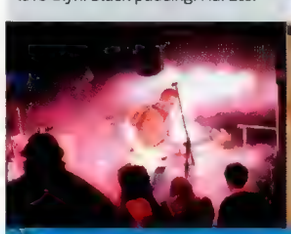
"Spineshank, Slipknot, Eminem, Pink Floyd, Crossfade, INME, D12, Disturbed, Xzibit, Static X, Throwdown, Pendulum, Mudvayne, Depeche Mode, Creed. Bands like that."

CURRENTLY PLAYING

Killzone, FIFA 07, Manhunt

WHY WE MADE HIM TOP 8

We're all average kind of guys too, so we know where he's coming from. We're not sure about Mudvayne though. They're scary.



Tim

ABOUT HIM

"I'm doing a Ph.D, you know."

INTERESTS

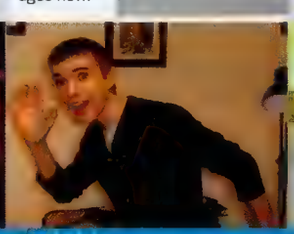
"Music, playing my bass, martial arts, computer games, TV. I'm in two bands at the moment – The Wrist Action Heroes and Carpathia."

CURRENTLY PLAYING

Dark Chronicle, XIII

WHY WE MADE HIM TOP 8

His band's song, 'Frosties Are Shite', is brilliant. Tim saw our 'Make the Frosties kid' feature and linked us to it. We *hate* that little [deleted].



Pwinkle

ABOUT HIM

"Um, what can I say... I like making movies, playing guitar, going to school <cough>, and me dog Flynn who's 13, but still young at heart. I love huskies too. My aunt has one and it tried to hump me."

WOULD LIKE TO MEET

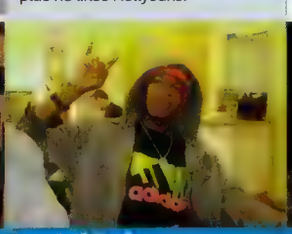
"God, Ghandi, The Rock, the world's tallest man and Cristiano Ronaldo so I can kick him in the nuts."

CURRENTLY PLAYING

Timesplitters: Future Perfect

WHY WE MADE HIM TOP 8

We had a similar incident with a huskie, although *we* were trying to hump *it*. JOKE! Nah, we just like Pwinkle's style. Nice pose, there.



Metal Duke

ABOUT HIM

"I'm a total fun loving guy who doesn't mind looking for a good laugh and a good time! I love playing games and want to meet some gorgeous chicks!"

MUSIC

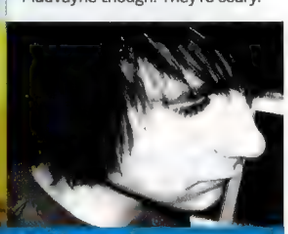
"I'm mostly a goth metal fan, although I do listen to some punk and techno. I like great bands like Trivium and Lacuna Coil."

CURRENTLY PLAYING

Yakuza, Call Of Duty 3

WHY WE MADE HIM TOP 8

Yeah, this is more like it! Forget sobbing teenagers and angst-ridden emos – being positive and chirpy is the new cool.



CORN BOY

ABOUT HIM

"I'm Danny, I'm at Northampton uni and as I write this I'm hungover and feel sick. But I'm still going out again in an hour! I like meeting new people and having a laugh."

LIKES

"Japan, my doggie, PSP, PS2, *Final Fantasy*, TV, design, painting."

CURRENTLY PLAYING

Metal Gear Solid 3, Final Fantasy 8

WHY WE MADE HIM TOP 8

Because he has a huge picture of a totoro on his page. We cannot express how much we love totoros.

Want to make our Top Eight? Go to www.myspace.com/psm3 and send us a friend request. We'll welcome you on board sharpish.

You What?

I don't wanna be in WW2, I wanna be in space.
Runmaker, Myspace

The next *Call of Duty* should be set in space Space war is cool
Metal Gear? I bum that game!
Horii-Chan, Myspace

We don't quite like it that much...
Raiden has a sword and kick ass hair!
Jamie, Myspace

What? His hair is ridiculous. He looks like a f…ppish Steve Martin.
Those Sony dustballs are shit.
jmb, blog

Yeah, they're dreadful adverts. Not even the voice of Ken Pilkington can save them.
i Hate all of u
'God', blog

But aren't you supposed to be forgiving?
I've rambled enough today. I'm off to make some muffins. (no, seriously).
Mini Muffin, blog

Wow, you really love muffins don't you? Our favourite muffins are blueberry, followed closely by chocolate.

Reader Critic

Disagree with our reviews? Then show us how it's done

Car wars *Need For Speed* may be commercially more successful, but it owes a lot to *Midnight Club*.

Midnight Club 2

Abdulla reckons this story-led street racer is a forgotten PS2 classic

Reader Profile

Name Abdulla Omran
Location Bahrain
Fave games *Metal Gear Solid series, Pro Evolution Soccer*
About me I'm a 14-year-old who just loves everything about *Metal Gear Solid*, and a big PSM3 fan.

Here is, in my opinion, a harshly under-rated game which deserves better. This was the game which started the free-roaming street-racing trend, but at the same time kept the arcade-style fun that everybody loves. It's fast-paced, unlike the recent *Need For Speed* games, and it's much better than its sequel, which was just a rip-off of said *NFS* games. *Midnight Club 3* removed the instant playability of its predecessor, and gave it a stupid, customisation, tune-your-ride style of gameplay. So what does *Midnight Club 2* have that these games don't?

Well, a decent story for one. You start off as this not-so-tough guy and he dreams of becoming the world's best street racer. You the meet different characters, who trash-talk you like opponents in an online multi-player game.

In terms of length, the game is just about long enough, while none of the races are repeated. You don't drive to different locations and see if there's a race there, doing some tracks over and over again to raise a few cash so that you can add the name of the car manufacturer onto your hood or get a vinyl. No, you race in an almost story-like manner, win your opponent's ride, unlock a few extras (a great mix of fun and creative stuff, with some upgrades too that are of extreme help in winning races), meet another character, and so on. These computer characters aren't just the stupid average AI racers who don't care if they win or lose, they each have their own motives. One of the best racers on PS2. **Abdulla Omran**

Reader Verdict

An overlooked classic that defined an entire genre of street racing games. **92**

@ Email us Subject 'Critic' to psm3@futurenet.co.uk. Or post a review to the usual address.

Tony Hawk's 4

The game that changed the series forever

The main reason this game completely rocks is because of how simple it is – you skateboard, do some tasks... and it's a hell of a lot of fun. No Jackass-style rubbish. The story – such as it is – is also pretty simple: complete the goals and try to get enough pro points to complete the game. This, of course, unlocks even more goals.

The game isn't perfect, though. There's the occasional pop-up and the odd glitch, but this can be easily forgiven because of how much fun you'll get out of it. This is the best in the *Tony Hawk's* series, but I wonder if any other *Tony Hawk's* can ever reach these heights. Still, if you haven't played it, head down to a games shop near you. For those of you that have, you know you want to play it again. Go on, right now. **Max Kirvan** **97**

Canis Canem Edit

Rockstar's schoolboy epic, loved by all

This game was attacked from the off by the media and parents alike, as at first it was called *Bully* and everyone thought it was about bullying kids in school. This just shows that they hadn't even played the game, as it is actually about preventing bullies taking out their anger on weak kids unable to protect themselves.

The game is given longevity as you can just go around exploring the town, finding new things and doing the side quests, before you even come to focus on the main story. Jacking cars is not an option (you're only 15) so you have to content yourself with different bikes, a skateboard or a moped to get around.

All in all this is a great game, worthy of being bracketed with the likes of the *Grand Theft Auto* Series. *Bully* is a title that should appeal to almost anyone. **Alex Good** **91**

"Nearly every game on PS2 is an RPG. Even *San Andreas*."
Nathan Barrett email

Indiana Jones

...and the Emperor's Tomb. Great game

This game is amazing and it upsets me that more people haven't played it. The best thing is how it makes you actually *feel* like Indiana Jones – like when the theme tune kicks in while you're escaping from a trap, or having a fist-fight with someone.

The gameplay is a bit like *Tomb Raider* – you spend a lot of time climbing things and exploring ancient ruins. There are also massive puzzles that are really complicated and take ages to beat, which makes the game long and challenging. Some bits aren't so good, like the gunfights – the aiming is off and you'll struggle to beat the Nazis. Yes, Adolf's gang are the enemy here, as well as poachers, smugglers and other goons – it certainly captures the essence of the films. Great Harrison Ford-alike, too. **Dexter Pearson**

91

PSM3
You were so right!

"Oh man, this is brilliant. Hard, but really scary and weird. Top stuff!"
Shady, email

Siren 2

We said "One of the creepiest games on PS2. Clunky controls and iffy missions are its only flaws."
PSM82 | Andy Kelly | 81%

"Why's it so difficult? And the re-spawning enemies suck!"
Mordecai, email

PSM3
You were so wrong!

YouTube The Video Zone

Out there gamer vids from the cyberdepths

Early *Okami* footage by SensoOokami

BETA Now this is weird. Taken from an internal Capcom presentation, this is what *Okami* looked like early in its development. It's nice, but CG wolfie's got nothing on cel-shaded wolfie. http://snipurl.com/14xuq

Namco X Capcom intro movie by SoujiSeta

ANIMATED This amazing anime short features a whole host of Capcom and Namco characters in battle, from *Soul Calibur*'s Mitsurugi to Klonoa to Mega Man to... well, there are loads. http://snipurl.com/14xxq

Live *Silent Hill 2* theme by pasztorlaszlo

ROCK Here's a band called Review doing 'Laura's Theme' from *Silent Hill 2*. They're pretty good, but most of all we admire the fact that they're doing actual gigs with game music. http://snipurl.com/14zh1

NFS: Most Wanted end scene by ronreezy

CORNBALL This is honestly one of the best ending scenes ever – we just had to share it with you. Watch Josie Maran beat up a man and a policeman screaming like a girl. Brilliant. http://snipurl.com/14zhd

@ Created your own brilliant fan vid? Or just found a gem you want to share? Email psm3@futurenet.co.uk and tell us all about it.

ON THE DISC
Learn how to play PS2 like an expert

Reader Challenge

Pit your skills versus our fiendish test

DO THIS!

NFS: Carbon: Do the canyon duel fast as you can

Select 'challenge series' from the main menu then go for the first canyon duel. The game chooses a car for you, so don't worry about that – we want to see how quickly you can beat your opponent. Theoretically you could do it less than a minute into the race because of the way the canyon duels work, so impress us with a lightning quick victory. If you manage to overtake the other car and stay there for a few seconds, you win automatically – so record yourself doing that for extra kudos.

Game ***Need For Speed: Carbon***
Challenge **Your fastest time on the first canyon duel challenge.**
Deadline **January 22 – so get cracking!**

WIN THIS!

Courtesy of our friends at The Next Level at Game.co.uk, the top 10 PS2 games can be yours!

GAME

Game.co.uk are the nation's favourite online games store. Established in 1996 they've sold over 40 million games to gamers throughout the world and are masters of fast, safe delivery and bargain rock-bottom prices. When it comes to securing day one new releases The Next Level at Game is the only place we trust. Why not give them a try? You know it makes sense.

www.game.co.uk

HOW TO TAPE

1 Start Here

Plug your PS2 into the back of your video/DVD recorder. Choose the AV input channel on your video and you should see your PS2 on your TV.

2 Do your best

Now just record away. Any tape or DVD on any format welcome.

3 Send it in

Write us a note explaining what's on your tape or disc. Don't forget your name and address. And include a pic of yourself – or email psm3@futurenet.co.uk, subject line 'PIC OF ME'.

LAST MONTH'S WINNER!

Sorry folks, but it's a special rollover this month, which means you now have EVEN LONGER to get your *Need For Speed* videos in. So you'd best get to it. Yes, we're looking at you at the back. Slacker.

Post Put your tape in an envelope, mark it '*NFS* Challenge' and send to the usual address. That's PSM3, 30 Monmouth St, Bath, BA1 2BW y'know. Entries in by January 22

"A gang snatched a little girl's PSP from her hands"
Alex Allen email

Beat The Team

Think you're good enough at PES6? Take on PSM3 and find out...

"Welcome, <cough> great unwashed, <sniff> it's a flu-filled Nathan and a sickly Dan D here. Despite our ill demeanour and the fact we could barely lift the pads with our aching limbs, we couldn't disappoint our fans. Onwards... <cough>

1 PSM3 (2) vs voodoovegas (4)
"With heads full of pain and stomachs full of Nurofen, we went up against voodoovegas. Despite our best efforts, the boy managed to bust through out defence on four occassions and finished his chances well. Our two goals were stunning, mind, and much better than his efforts. So there.

2 PSM3 (0) vs Super_star (2)
"By this point Dan was shaking with cold sweats. For once, we chose not to be Man Yoo, but it didn't matter. Super_star only got his two goals, though, because we could barely lift our heads to see the screen. We'd have scored at least eight if it wasn't for this damn bug. Yes."

3 PSM3 (2) vs M_5 (0)
"Showing the true pedigree of champions – and regardless of the spilt Lemsip down our fronts – we swarmed over M_5 like bees and stung him with two sweet finishes. Honestly, if we'd been 25% fitter, we would've pulled off more hat-tricks than a magician's convention."

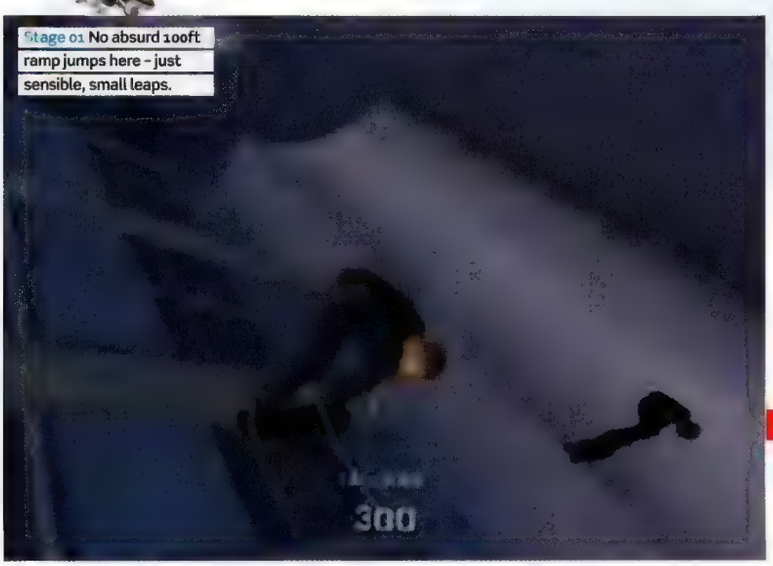
Final score PSM3 United: 1 – You Lot: 2
"One incredible victory and two losses. But we were sick! <cough, splutter> That's the reason. Yes. Next time..."

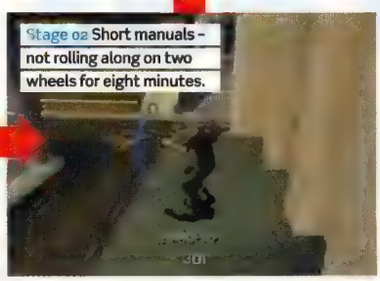
Online Want to make Nath and Dan D cry like petulant babies? Then keep an eye on www.psm3mag.com and we'll announce our next online date.

Look! I Can Do This!

Send us your amazing gaming feats and we'll send you some games

Name Simon Der Zauberer
Game *Tony Hawk's Pro Skater 3*
Achievement Now this is pretty clever. Simon's made a video of him playing *THPS3* realistically – sensible lines and feasible jumps over ridiculous three million point combats and acrobatic flips. We like the idea – more people should do this kind of thing. Big scores aren't impressive any more.





PSM3 Verdict
"This video is dedicated to people who don't play for scores," say the end credits, and for this we salute him. He's even started spawning imitators on YouTube – it's a sort of mini-phenomenon.

85

Post Mark your tapes 'I Can Do This' and send it to us at the usual address.

Subscribe to PSM3

Get Pro Evo Soccer 5 for free!

Free mega game
The game of kings, the incredible *PES5*, completely gratis to you.

Your favourite
13 issues of the first PlayStation 3 magazine, direct to your door.

Dodgy haircuts
Go on. Treat yourself.

And all this too...

- Get the magazine delivered on the day it leaves the presses!
- Be the first to read the biggest scoops on the huge new releases!
- We play games to destruction, so our reviews are the best in the biz!
- A disc rammed with the latest PS3, PS2 and PSP footage!
- Save £1.04 every ish on the cost of the mag in the shops. That's 26%!
- Get the classic *Pro Evolution Soccer 5* free when you subscribe!

Pay from as little as **£9.60** every 3 months

Two simple ways to subscribe

Call our telephone hotline...

0870 837 4722

Or quickly and securely online...

myfavouritemagazines.co.uk/upl/po26

*Stocks limited to availability. Offer ends March 11, 2006. Please allow 28 days for delivery of the gift. For overseas subscriptions please visit our website: myfavouritemagazines.co.uk

Issue 75

Issue 76

Issue 77

Issue 78

Issue 79

Issue 80

Issue 81

Issue 82

Issue 83

Back issues

Complete your collection for only £4.49 per issue by calling 0870 837 4773

THE PLAYSTATION 3 MAGAZINE

PSM3

February 2007
Issue 84 £3.99
www.psm3mag.com

PlayStation 3 | PlayStation 2 | PSP

FIRST VERDICT!

GOD OF WAR 2

PLAYSTATION 2'S ULTIMATE GAME
KILLER first playtest INSIDE!

THE BIG REVIEWS!

Metal Gear Solid: Portable Ops
Fight Night Round 3, **Okami**
Marvel Ultimate Alliance
Full Auto 2: Battlelines
Rayman Raving Rabbids
AND MORE!

DVD

15

BIOSHOCK
Stunning in-game walkthrough movie

Future

ent | Dark Sector | Fight Night | Afrika | Blast Factor | Lair | Formula 1
olid 4 | Virtua Fighter 5 | Metal Gear Solid: Portable Ops | And more

2007 Heaven

2007 Heaven

There's a lot to look forward to in 2007. So dive into the next *14 pages* – we've got *every* game you need to know about. Rejoice

So, 2006 then. How was it for you? For us it was a year of game-related highs and lows. From the giddy heights of playing PS3 for the first time to the deep, dark lows of the PS3 delay. Meanwhile it's been a good year for PlayStation 2 – *Kingdom Hearts 2*, *Hitman: Blood Money*, *Scarface*, *Canis Canem Edit* and *Gitaroo Man* and *Vice City Stories* on PSP... There have been so many great games that we're thankful that PlayStation 3 hasn't sent the current gen to an early grave.

But let's put all of that behind us for now and concentrate on the future; on 2007 and what it has in store for us – and it all looks heavenly (hence the angel motif over the next few pages, obviously – hey, we don't just throw these things together, you know). The most important thing is PlayStation 3 which, if all goes to plan at Sony, will be squeezed underneath our spiffy new HD tellies come early March. That's *if*. But don't think that'll be the end for PS2 even then, because there's still *Okami*, *Final Fantasy XII*, *God Of War 2* and more on the horizon. As for PSP... well, maybe things are rather less heavenly, but expect plenty more games in 2007. So here's our guide to what we think is going to be hot over the next twelve months on PS2, PSP and, most importantly of all, PS3. But whatever happens, and even if Sony knock PlayStation 3 back another month (or more) <touches wood>, it'll be another cracking year and a turning point for games in general – graphics will reach obscene levels of realism, atmosphere and detail and bring games closer than ever to the world of films, and maybe even reality. You're lucky to be a gamer in 2007. Be thankful. Amen.

2007 Heaven

ON THE DISC
See Metal Gear Solid 4 on the disc now

Kojima Productions | PS3 | ETA 2007 TBC

Metal Gear Solid 4: Guns Of The Patriots

Old Snake, new tricks?

The latest chapter in the series is a dizzying mess of questions and expectations. The OctoCam camouflage suit – enabling players to blend in with the colour *and texture* of the background – is destined to be one of the best gaming gadgets of 2007. At the same time, the recent appearance of a mysterious 'young' Snake is a massive 'WTF?' to a plot that is supposedly centred on the wrinkly, moustachioed codger that you see here. Even more baffling are the enemy mechs *mooing like cows* and *peeing everywhere after battle.*

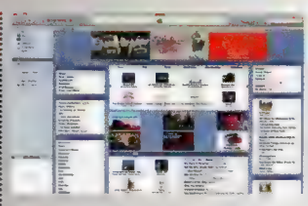
With Kojima promising that the player must choose their enemies and allies in a constantly shifting battlefield, it also sounds like the series might have entered a sandbox territory familiar to those who've played *Mercenaries.* And then there's the return of Raiden. The loathed hero of *MGS2*, back as a kick-ass cyber-ninja with a goth makeover. Has Kojima lost it? We've an unbearable wait until at least autumn to find out.

PSM3 Reckons
Significant changes to gameplay and teasing clues suggest this could be a radical departure to the *MGS* we know and love. But it looks incredible, and if anyone can pull it off, Koj can.

PlayStation 3 is great, but...

Hey, Mr Sony! Please can you sort out the following things in 2007?

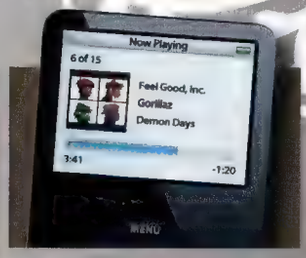
1 Video output
Swap TVs or select the wrong video output and you can be left staring at a blank screen with no way of telling how to switch it back. Not a great situation to be in.



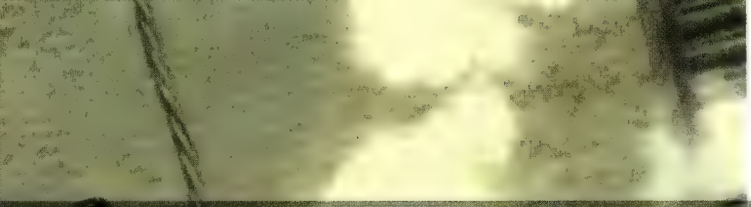
2 Buy stuff from proper websites
At the moment you can only purchase downloads from the PlayStation Store. We'd love to be able to get things from other sites, such as music and video content.

3 Download shop content 'in the background'
When you set anything to download on PS3 right now it locks up your PS3 until it's finished – a major pain if the thing you're downloading takes two hours.

4 Picture In Picture Messaging
The video chat options are currently separate so you have to leave a game to use them. We want a little thumbnail window to pop up in-game so we can talk and play.



5 iPod support
Plug your MP3 into a PS3 and you'll find a mess of folders in no particular order. You can't pick artists or albums, or use playlists. It's useless right now and needs to be fixed.



Tomb Raider

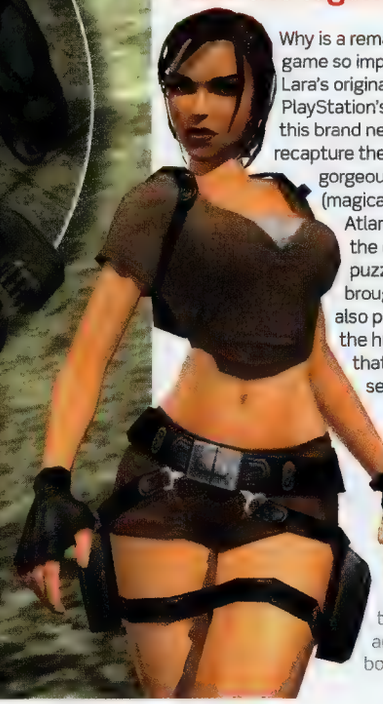
"Why is a remake of an ten-year-old game so important?"

Prone idle Sneak up on an enemy and you can make them cower on the floor as you go through their pockets. Nice.

Crystal Dynamics | PS2 | 2007 TBC

Tomb Raider Anniversary

How the legend should be



Why is a remake of an ten-year-old game so important? Because Lara's original adventure is one of PlayStation's all-time greats and this brand new version hopes to recapture the magic using *Legends*' gorgeous engine. The story (magical artefacts, finding Atlantis) is the same, but the exploration and puzzle-solving has been brought bang up to date. It also promises a return to the huge non-linear levels that made the original series famous.

PSM3 Reckons

Legend's looks and controls combined with the original *Raider*'s scale and non-linearity mean that if this isn't amazing, we'll eat the box it comes in.

Square Enix | PSP | ETA 2007 TBC

Crisis Core: FF VII

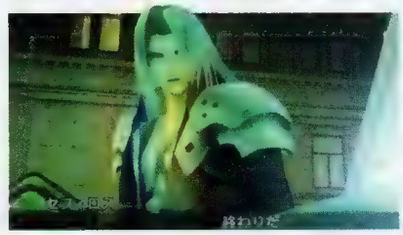
Cash-in or worthy sequel?

The original *Final Fantasy VII* has become near-legendary as the 'greatest RPG ever', featuring one of the most involving and lavish stories ever seen on PlayStation. It also had an ending that could make grown men blub. This prequel to it all, however, is shifting the focus away from the usual stats and turn-based battles in favour of a *Kingdom Hearts*-style action role player. There's a new hero, Zack, to get to grips with as well as a few familiar faces such as Aerith, Cloud and Sephiroth.

PSM3 Reckons

The last *FFVII* action sequel, *Dirge Of Cerberus*, was, frankly, arse. Which doesn't bode well for this prequel. Especially, as it's been in development for ages – always a bad sign.

Zack's entertainment Zack here was a friend of Cloud from *FFVII*. *Crisis Core* attempts to explain their past.



Seph green Here's Sephiroth before he became a bad guy, working as a commander for the SOLDIER squad.

Neversoft | PS3 | ETA March 2007

Tony Hawk's Project 8

No Jackass. No trillion-point combos. Back on top

Everything about this just feels better. The trick-filled levels that had you button-mashing your way through impossibly lengthy combos are gone. Instead there are open, more leisurely environments for you to explore, discovering those 'boarding sweet spots. You can still pull all manner of ankle shattering stunts but now the emphasis is on quality rather than quantity. The slow-mo Nail The Trick mode is also fantastic, where you get to twist and turn the Sixaxis pad to spin the skateboard under your feet.

PSM3 Reckons

We reviewed this last month, of course, and we think it's terrific. Not the best *Hawk* ever, but still an excellent example of PS3 gaming.

Board stiff The beautiful visuals show every nook and cranny of your boards.

Deadline Games | PSP | ETA March 2007

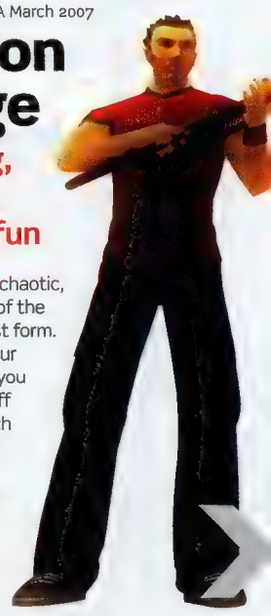
Chilli Con Carnage

Gun-shooting, wall-running, hat-stealing fun

A remix that distils the chaotic, combo killing mayhem of the PS2 original to its purest form. Rack up the hits and your multiplier increases as you bounce off walls, pull off slow-mo dives and catch hats to add a little flair.

PSM3 Reckons

All the best bits of the original with no filler should make this one spicy meatball.



ON THE DISC
See *Resistance: Fall Of Man* on the disc now!
PS3/Coming Soon

Fall for one Death-defying leaps and wall scrambles are all the rage here.

Knife to see you Being an assassin means you'll be getting up close and personal with a lot of your victims.

Ubisoft Montreal | PS3 | ETA 2007 TE

Assassin's Creed

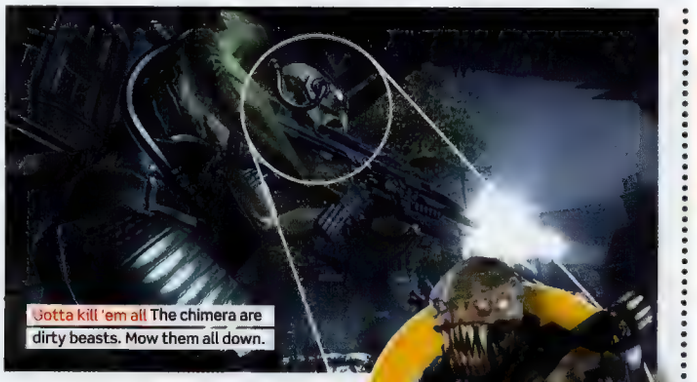
Good old-fashioned murder hits PS3

Mix equal parts *Hitman*, *Prince Of Persia* and *Grand Theft Auto* and you'll have a good idea of what's coming from this historical slash-'em-up. Set in Jerusalem during the Crusades (at least in the parts of the game so far revealed) it follows Altair, a medieval contract killer. It features huge, bustling cities through which you can hurtle like a twelfth-century Free Runner to reach your target. However, it's the busy crowds below that are crucial to a successful hit. 'Social Stealth' enables you to blend in with the people around you, using the bustle of the street as cover. You might avoid an enemy's gaze by pretending to talk to a stranger or bow your head among priests to pass as a holy man. Move through the throng unseen and you can get close enough to deliver a fatal blow using a spring-loaded blade hidden on your arm.

PSM3 RECKONS
One of the most next-gen games we've seen. It looks stunning in motion, and the innovative take on stealth should deliver big-style.

Resistance

"Amazing looks, a novel timeline and brilliant weapons"



Gotta kill 'em all The chimera are dirty beasts. Mow them all down.

Insomniac | PS3 | ETA March

Resistance: Fall Of Man

Compared to the Chimera, Hitler doesn't look so bad

Creating a parallel universe where WW2 never happened, this ditches the Nazis and replaces them with knife-faced mutants called the Chimera. *Great.* But the jackbooted fascist/alien switcheroo isn't what makes this stand out, it's the weapons. No surprise as it's from the people behind *Ratchet & Clank*. The armoury is a mix of old-school machine guns and retro-tech, such as the Bullseye, which shoots homing bullets, or a vicious harpoon-firing grenade. The final twist is that it's all set in 1950s England in which you can battle to save places like, um, Grimsby.

PSM3 Reckons

Amazing looks, a novel timeline and brilliant weapons. We reviewed this a couple of months ago, gave it 90% and think it's brilliant. Simple as.

Planet Moon Studios | PSP | ETA 2007 TBC

Afterburner: Black Falcon

The original Top Gun soars on to PSP

The eye bleeding, twitchy trigger-finger blasting of this series should suit the PSP perfectly. Pick one of the 19 licensed military jets and you'll blast your way around the world on the tail of airborne terrorists.

PSM3 Reckons

If it's half as good as we remember it from days gone by, then *Afterburner* PSP will be great.

Ubisoft Montreal | PS2 | 2007 TBC

Lost

4, 8, 15, 16, 23, 24, PS2

Normally film and TV tie-ins stink the gaming world right up but this is from the people behind *Prince Of Persia*, *King Kong* and *Splinter Cell*, so it has the potential to be brilliant. How it'll explore the world of plane crash survivors, monsters and bunkers remains to be seen.

PSM3 Reckons

If anyone can do the TV show justice then Ubisoft can. We're hoping for a *King Kong*-style FPS adventure to put you right in the action.

Cast aways They're the most diverse bunch on TV, but will they all make it off the island for a PS2 adventure?

Melbourne House | PS2 | ETA February

Test Drive Unlimited

Brightly coloured shirts and sunglasses optional

No new *Gran Turismo* on PS2? No problem, we've got this. There are over 70 cars and 1,000 miles of roads to explore. It's all set on a Hawaiian island and you're free to cruise, race or just try out the motors. And it's online.

PSM3 Reckons

An online paradise full of tuneable cars sounds like motoring heaven and should fill the gap till GT5 nicely.

So what's happened to...?

Some familiar faces seem to be missing from 2007's radar...

1 Medal Of Honor: Airborne

Despite a few recent screenshots this open-ended, free-roaming take on the World War 2 shooter has yet to reveal any actual gameplay footage. Suspicious?

Going to happen in 2007?

Possibly.

2 Killzone 2

After a jaw-dropping but CGI trailer, developer Guerrilla has gone into lock-down. Recently though, Sony bod Phil Harrison claimed that some parts of the game currently 'exceeded' the trailer.

Going to happen in 2007?

We doubt it.

3 Bioshock

This incredible looking undersea adventure has slipped off the PS3 release schedule and is currently slated as a 360 exclusive. But we reckon that translates to 'out a bit later'.

Going to happen in 2007?

Almost definitely.

4 Indiana Jones

The latest info is that this will feature 'Hot Set' technology; a way of making entire levels destructible. So rather than find a key you could open a door by rolling a truck though it instead.

Going to happen in 2007?

Doubtful.

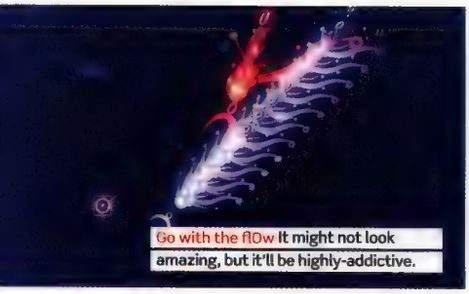
5 The Club

Apparently a working prototype of this bloodsport shooter is now in place and the developer is fine-tuning the combo system to maximise the 'competitive' elements of the slaughter.

Going to happen in 2007?

Unlikely.

2007 Heaven



Go with the flOw It might not look amazing, but it'll be highly-addictive.

thatgamecompany | PS3 | ETA March 2007

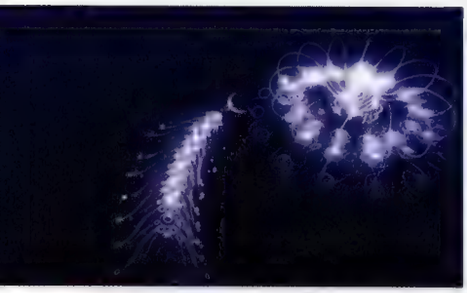
flOw

This one could worm its way into your heart

One of the weirder and more interesting titles available for download from the PlayStation Store. Playing as a little wiggly thing, the aim is to consume the other organisms around you. As you feed, segments are added, increasing your size and enabling you to go after bigger prey. It uses the Sixaxis to great effect as you tilt the pad to guide your worm around. It's a wonderfully calming experience, accompanied by suitably soothing ambient noises.

PSM3 Reckons

This is the perfect antidote to a hard day's gaming, with its innovative and inventive take on the food chain.



Organ-asm Chew up the sparkly organisms on screen and you'll start to fill the screen with your girth.

Climax | PSP | ETA February 2007

Silent Hill Origins

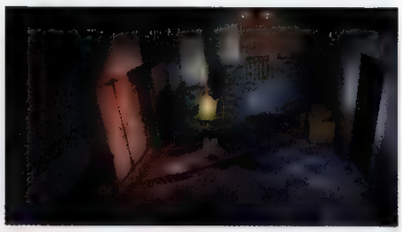
"Hey, what an evil-looking town. Let's go there"

There are two reasons why we're looking forward to this. One, it's the first proper horror game for the PSP and two, it tells the story of what originally happened to Silent Hill, the town. Set before the events in the first game the hero, Travis, is a trucker who arrives in town just as it begins its descent into hell. It's a more actiony take than before though with an emphasis on weapons, a *Resi 4*-style aiming system and some reaction-testing minigames.

PSM3 Reckons

It'll be interesting to see if the tense, brooding pace of the series makes the transfer, as PSP needs a good scary game.

Ghoul's gold Maybe it's just us, but the subtlety of the enemy designs seems to have been lost somewhat...



Dark sector The lighting effects are surprisingly complex for a PSP game. It's just as well, really.

ON THE DISC

See *Virtua Fighter 5* on the disc now

Activision | PS3 | ETA May 2007

Spider-Man 3

If we don't get to play as Venom there'll be trouble

An early secret demo we've seen shows the PS3 rendering the CGI Spidey from the movie with ease, which got us all excited. Since that, however, there's been next to nothing. With only a handful of film images and plot details to go on, it's hard to make predictions as to whether it's going to be a hit, but the darker edge to the film is promising.

PSM3 Reckons

We're told that the power of PS3 is allowing Spidey to be more free and faster, smoother swinging than ever before. Wow.

Sega-AM2 | PS3 | ETA 2007 TBC

Virtua Fighter 5

Stop trying to hit me, you idiot, and just HIT ME

The choice of the fighting connoisseur; this is no frenzied button hammering smash-'em-up. Instead it requires patience and dedication to master an incredible range of moves, counters, blocks and grapples. But it's worth it as this offers some of the best-looking fisticuffs we've ever seen. The background detail is incredible and the characters are similarly gleaming examples of next-gen loveliness, especially newcomers El Blaze, a Mexican wrestler, and monkey-fu specialist Eileen.

PSM3 Reckons

Perhaps a little too hardcore for casual gamers, but for the prospective Daniel-sans prepared to put in the hours, this is the only beat-'em-up worth considering.

Fight club There's a few familiar faces mixed in with the new roster for *VF5*.

Midway Games | PS3 | ETA March 2007

Stranglehold

Hard Boiled destruction hits PS3

If you've never heard of John Woo then know this: he invented modern action movies with a film called Hard Boiled, staring Chow Yun Fat. No Woo? No Reservoir Dogs, no Matrix and *no* bullet time. (Woo also directed Face/Off and Mission Impossible 2.) Which is why this, his debut game, could be the first 'must have' third-person shooter when PS3 launches. Featuring a perfectly-scanned Chow, reprising his role as gun-loving cop Inspector Tequila, it's one of the most gleefully destructive adventures we've ever seen. Everything can be destroyed and we mean *everything*. Plates, windows, chairs, glasses – every level has been built around the ability to obliterate any object you can see. There's also an incredible range of acrobatic moves. Everything from using dinner trolleys as skateboards, to running up banisters and making slow-mo dives through windows. All while drilling criminals. The ultimate skill comes from linking these moves together to create *Tony Hawk's*-like sequences of balletic, ballistic carnage.

PSM3 Reckons

The gymnastics, combo kills and devastation prevent this from being just another action adventure. If Woo's talent for cinematic thrills transfers to gaming then this could be outstanding.

Criterion | PS3 | ETA 2007 TBC

Burnout 5

This is the one time when we can't wait to crash and burn

So far we've seen technical demos of *Burnout 5*, but they've revealed destruction unlike anything you've ever seen before. Cars smash into each other and are torn apart into hundreds of pieces in incredible physics-controlled collisions that are entirely different *every single* time. It also uses the Sixaxis to steer the slow-mo Aftertouch during crashes. Shame it appears to have slipped from March.

PSM3 Reckons

Burnout rocks, period, and with PS3's power under the hood this will be amazing.

High Impact Games | PSP | ETA March

Ratchet & Clank: Size Matters

So the girls were lying all along?

The duo have to rescue a missing girl and discover a race called the Technomites. There are loads of new weapons and a host of multi-player modes, including the Bee Mine, which replaces explosions with a swarm of lethal insects.

PSM3 Reckons

Fortunately, this looks like forgetting the disappointing *Deadlocked* and instead returns to the massive open levels of the original.

2007 Heaven

ON THE DISC
See *Ridge Racer 7* on the disc now
PS3/Coming Soon

Level 5 | PS2 | ETA June 2007

Rogue Galaxy

Yo ho ho and a bottle of +5 rum

This space-faring adventure is the latest creation from Level 5, the studio behind last year's excellent *Dragon Quest: Journey Of The Cursed King*. Another cel-shaded RPG, it follows a teenager called Jester as he escapes his desert planet home to explore the galaxy with a band of pirates. Think Jack Sparrow meets Star Wars. It promises a massive adventure too, with over a hundred hours playing time as you sail seamlessly between an as-yet-unspecified number of planets (current estimate: *lots*). The real-time combat mixes blades with guns and you can forge your own weaponry from stolen items.

PSM3 Reckons
Looks like this is going to be *the* big RPG of 2007. We love the Japanese version, and we expect to love this even more.

Treyarch | PS3 | ETA March 2007

Call Of Duty 3

WW2 explodes on to PS3

The *Call Of Duty* series has always delivered intense, cinematic WW2 action. On PS3 it finally has the room to raise the bar and blow it to smithereens. The single-player campaign is packed with stunning set piece battles and relentless trigger twitching. There are also some great multi-player matches, and there's now a tactical element to your choice of soldier; new classes include medics and scouts.

PSM3 Reckons
One of the most intense shooters we've ever seen. It looks phenomenal and, come launch, you're sure to love the online mode.

Bethesda Softworks | PS3 | ETA March 2007

The Elder Scrolls IV: Oblivion

The rest of your life starts here

Calling this a *game* just doesn't do the experience justice. Ignore the goblin-bashing for a moment and know this: it's an epic action RPG that gives you an entire world to explore. Go anywhere, do anything. Be a warrior, assassin, mage or take on any mix of skills you fancy. With over 200+ hours of adventures to discover, it's up to you whether you tackle the story head on, or just wander off into the wilderness to see what's out there. Simply put, the variety on offer here is limitless. From battling invading hell demons, to finding lost children or even murdering troublesome politicians, it's entirely your call. You can even become a vampire if you want...

PSM3 Reckons
A massive journey with unbelievable amounts of game to uncover. Raises the bar forever for all free-roaming adventures.

Model behaviour These beautiful characters will be your new friends and foes for the few hundred hours it takes to play this.

Aw, we did our best...

Things we said in our 2006 preview edition

1 We said
Superman the game was looking quite good.

What happened
It was terrible. Must have got Kryptonite in our eyes.

2 We said
The Xbox 360 game *Dead Rising* would lurch on to PS3.

What happened
Microsoft zombies ate it.

3 We said
Crisis Core: Final Fantasy VII would be reason enough to own a PSP last year.

What happened
We're still waiting...

4 We said
Metal Gear Solid 4 would feature incredible 'beard physics'.

What happened
It hasn't been mentioned since.

5 We said
The next-gen *Star Wars* game would have Darth Vader in it.

What happened
It doesn't.

Heat Seeker

"Mad dictators, rogue military leaders and terrorists"

Incognito | PS3 | ETA 2007 TBC

Warhawk

We shall fight them on the beaches...

This is future war on an epic scale. Fight on foot or in jeeps and tanks, but mostly you'll be taking out the enemy in the Warhawk. This multi-purpose attack craft can fly at cheek-flapping speeds and is steered by tilting the pad. While there's plenty of fun in the single-player campaign as you repel an invading army, the real meat is in the 32-player online action with troops clashing on land, sea and air.

PSM3 Reckons
With massive, multi-vehicle online battles this is our most wanted multi-player game for next year. Bagsy driving!

Land ahoy The air combat is familiar now but the game features plenty of land and sea war too.

Level 5 | PSP | ETA 2007 TBC

Jeanne D'arc

Will the best RPG of 2007 be on PSP?

A beautifully illustrated and intensely absorbing RPG. Taking a loose approach to history it follows the adventures of Joan of Arc, a 17-year-old French girl who battles against us Brits during the fifteenth century. But it's not our fault – a death god has possessed the King of England and his army is filled with demons. The combat is tactical and turn based – perfectly designed for playing on the go – while the story gradually unfolds in some gorgeously animated cartoon sequences.

PSM3 Reckons
Developer Level 5 knows its stuff when it comes to making classic RPGs, and despite the wacky history schtick this has both the looks and the depth to make it a hit.

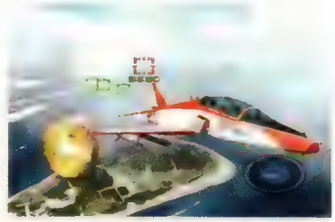
Codemasters | PS2 | ETA March 2007

Heat Seeker

All missiles locked on PS2

Giving *Ace Combat* some competition at last, this offers you the chance to fly 30 real jet fighters, such as the F16 or MIG 29 for some breakneck aerial combat, blending realism and relentless blasting at super sonic speeds. Mad dictators, rogue military leaders and terrorists all need some special missilely justice, and you're just the pilot to do it.

PSM3 Reckons
With some interesting ideas (such as minigames to avoid incoming missiles) and high speed explosive action, we're already taxiing on the run way.



Plane to see... That this is going to play a helluva lot like *Ace Combat*.

Namco Bandai | PS3 | ETA March 2007

Ridge Racer 7

If Scarlett Johansson was a game she'd look like this

Ridge's corner-skidding action is prettier than ever on PS3. The action of skidding around corners has been tweaked – you can now pick up speed by slip-streaming opponents – and there's a new customisation mode.

PSM3 Reckons
Arcade racing has rarely looked better and the extreme cornering never gets dull. There's also an online mode which works well.

Extreme machine The sleek cars can spin 360 when turning corners. Skill.

ON THE DISC
See Motorstorm on

Hit the jackpot Fire a stray bullet in the casino and you blow up the machines.

Lighting the way The stunning Vegas setting means plenty of lush visuals.

Ubisoft Montreal | PS3 | ETA 2007 TBC

Rainbow Six Vegas

Fancy some Russian roulette? Or Blackjack or poker...

Winning 'Best Idea Ever' by miles, *Rainbow Six* has ditched the usual FPS locations in favour of casino central. Forget jungles or gloomy warehouses, this is set among miles of shimmering, neon-drenched slot machines and bars. There are plenty of other great ideas on offer here, as well, such as being able to prioritise targets by 'tagging' them, so that now when your squad attack they'll go for the biggest threat – for instance, the thug about to execute a hostage. There's also a brilliant cover system where the first-person camera pulls out to a third-person view when you crouch behind tables or hug walls. It means you can see what's going on and 'blind fire' around corners without getting your head blown off.

PSM3 Reckons

The novel setting is a brilliant idea, creating some amazing looking shoot outs. And new moves, such as abseiling, have opened up the gameplay considerably. Definitely worth a gamble at launch.

Glancing on the ceiling You can use a rope to drop down and surprise your foes with an ambush attack.

Muddy hell Fall off your vehicle and the callous rivals will run you into the dirt.

Evolution Studios | PS3 | ETA March 2007

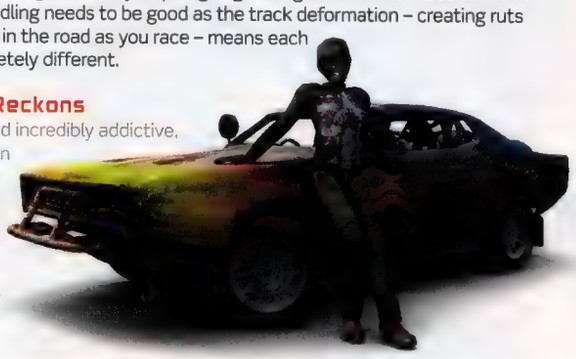
MotorStorm

Mud, mayhem and WATCH OUT FOR THAT BIKE!

Of all the games at launch, this is without doubt the most enjoyable. As you bounce around the brilliantly designed tracks the chaotic action is infectious. Buggies bounce off trucks, motorbikes jump over SUVs – while the losers cartwheel into bottomless canyons in a jumble of car parts and regret. The arcade handling is perfectly balanced, whether you're tearing around in a buggy, a super-light bike or just ploughing through the lot in a massive truck. And the handling needs to be good as the track deformation – creating ruts and furrows in the road as you race – means each lap is completely different.

PSM3 Reckons

Filthy fun and incredibly addictive, the race is on to win best PS3 driver and, at the moment at least, *MotorStorm* is firmly in the lead.



Factor 5 | PS3 | February

Lair

Guns don't kill people, dragons do

This *looks* amazing. Especially when you kill a dragon by jumping on to its back mid-flight and stabbing its brain. The only thing letting it down are the wafty (and tricky) Sixaxis controls.

PSM3 Reckons

Make the pad work and this could result in superb *Lord Of The Rings*-type carnage.

Polyphony | PSP | ETA 2007 TBC

GT4 Mobile

Fingers crossed...

Wishful thinking, perhaps, but series producer Kazunori Yamauchi swears it's going to happen. After offloading *GT HD* as a PS3 download to concentrate on *GT5*, our money's on a straight conversion of *GT4* on PSP to fill the gap.

PSM3 Reckons

Even if it's a straight port it'll still be the best driving experience. How it would cope without a second analogue stick remains to be seen.

Stall or nothing Will *GT* ever make it out on PSP or will it be crushed at the big scrap yard in the sky?

Amusement Vision | PS2 | ETA 2007 TBC

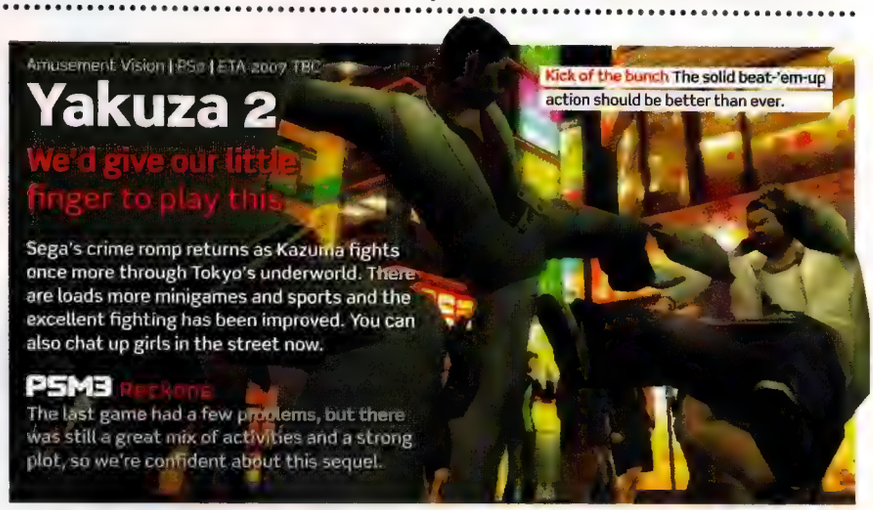
Yakuza 2

We'd give our little finger to play this

Sega's crime romp returns as Kazuma fights once more through Tokyo's underworld. There are loads more minigames and sports and the excellent fighting has been improved. You can also chat up girls in the street now.

PSM3 Reckons

The last game had a few problems, but there was still a great mix of activities and a strong plot, so we're confident about this sequel.



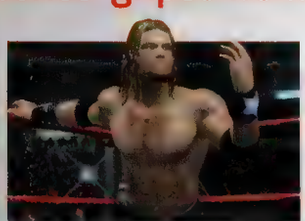
Kick of the bunch The solid beat-'em-up action should be better than ever.

And get it right this time!

Five long-running series' gripes we want to see put right in 2007

1 Pro Evolution Soccer

On PS3. Online. Properly. That's all. We're not even that bothered if the gameplay alters radically or they sort the licensing out. Just make the players pretty and let us play a World Cup. Against the world.



2 Smackdown Vs Raw

While there's no denying its excellence, the wooden animation and dodgy collision can spoil the illusion sometimes. On next-gen we want arms to *hit* heads, not go through them.

3 Hitman

Agent 47's phone rings. It's a target. But rather than taking him out in a small level, imagine having a whole city to play in? What could you do with Hitman's skills and a *GTA* level of freedom?

4 The Getaway

Just *don't make it bad* this time. Stop wasting all that time on the mockney accents or f-ing swearing and sort the camera, targeting and health. Basically, fix the whole game.

5 Call Of Duty

Make it a more realistic portrayal of war. Give it some blood, guts and the odd "MAMA, I DON' WANNA DIE!" anguish-filled death scene. Basically, we want some Private Ryan-style horror.

2007 Heaven

ON THE DISC

SOCOM and see It's always looked great and we can't wait to see it on PS3.

Zipper Interactive | PS2 | ETA February 2007

SOCOM: US Navy SEALs Combined Assault

Perfect if you need help to clear your six of tangos

While PS2 hasn't exactly blazed an online trail, *SOCOM* is still a great multi-player experience. The big news here is that you can now play the whole single-player campaign as a four-player online co-op. The 32-player deathmatch options are also looking good, because you can play against people on *SOCOM 3* as well as *Combined Assault*, meaning there are plenty of games to get involved in. Finally, it also connects to *Fireteam Bravo 2* on PSP, with objectives and events shared between the two consoles. Smart.

PSM3 Reckons

SOCOM is by far the strongest online offering on PS2 – and the new co-operative games should be perfect for the living room mercenary (and his mates).

Polyphony | PS3 | ETA 2007 TBC

Gran Turismo 5

A quick pit stop for the real driving simulator

The shock announcement last month that *Turismo HD* had been canned isn't actually a disaster. It means that Polyphony can get cracking on a *proper* full *Turismo* game on PS3 – *GT5*. It also means that we get a selection of 'concept' versions of *HD* to download for free in the meantime. These tasters will highlight different aspects of the game, such as the visuals or the next-gen driving engine. Meanwhile the fifth installment is scheduled for 2008 with the tagline 'Online Car Life Simulator'.

PSM3 Reckons

While we're waiting for a proper *GT* you can't argue with free 'episodes' to fuel our motoring passion. Don't make us wait too long tho'.

Rocket and roll It's not just about the swordplay. You also get a bazooka.

Time for a slash The fight scenes are incredibly well choreographed.

Ninja Theory | PS3 | ETA December 2007

Heavenly Sword

Beautiful, deadly and doomed to die

With effortlessly brutal combat, lethal finishing moves and gloriously destructible environments this is the best looking slash-'em-up on PS3, bar none. The sword belongs to Nariko, who wants revenge after a deranged king (Andy 'Gollum' Serkis) kills her family. She needs to get a move on, though, as the weapon's unlimited power comes at a price – death within a matter of hours. The fighting is a mix of styles as Nariko can switch between a massive cleaver and a nippy pair of daggers, which can also be swung on chains, *God Of War*-style. It's fast and fluid action that varies between massive battlefields that are swarming with hundreds of solders, to more intimate *Devil May Cry*-style clashes.

PSM3 Reckons

Looking like a sexier, next-gen *Goddess Of War* this could be an unmissable and bloody adventure as long as the combat doesn't descend into button-mashing.

Heavenly Sword

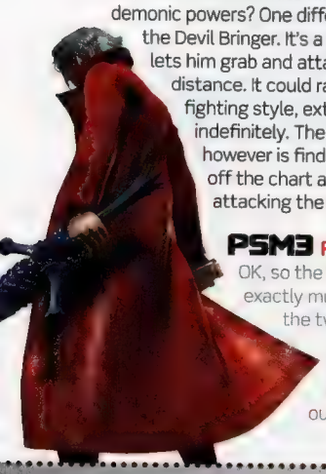
"This could be an unmissable and bloody adventure"

Capcom | PS3 | ETA 2007 TBC

Devil May Cry 4

New powers, new heroes and a new enemy – *Dante*

We'd bet our knees that new boy Nero is either Dante or Virgil's son. Why else is he almost identical to them, what with his white hair, long coat and demonic powers? One difference however is the Devil Bringer. It's a magic hand that lets him grab and attack enemies from a distance. It could radically alter *DMC4*'s fighting style, extending combos indefinitely. The most crucial thing however is finding out why D's gone off the chart and started attacking the good guys.



PSM3 Reckons

OK, so the 'new' character isn't exactly much of a change but the twist to the combat and Dante going rogue has definitely caught our attention.

Square Enix | PS2 | ETA February 2007

Final Fantasy XII

Big changes mean this'll be the best *Fantasy* yet

After years of turn-based combat, patiently waiting in line to wallop your opponent, *FFXII* has finally gone 'real-time'. That's not the whole truth, though: it's actually a weird hybrid in that while you're free to run around wherever you like, attacks and magic still rely on the same old timing system. There's also the gambit system which enables you to select particular behaviours for your teammates. So you'll want them to favour offensive tactics or healing, for example. The epic tale focuses on Vaan, a young street urchin who is caught up between warring empires.

PSM3 Reckons

Despite the hybrid real-time, this is a beautiful, epic game that we can't wait to get lost in again when the English language version arrives.

Fantasy stars Vaan, Ashe, Basch and Fran will be filling your life with their glorious RPG goodness come the start of the year.

PSM3's 2007 fantasy wishlist

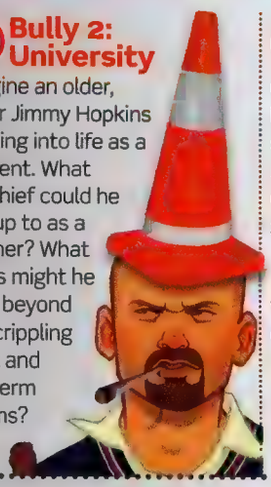
The games we with they'd announce. You never know, it *could* happen...

1 SOCOM on PS3

Imagine the potential for Sony's premier multi-player shooter with decent online support. We're thinking huge mountainous battlefields and double the player count to make 62-player battles.

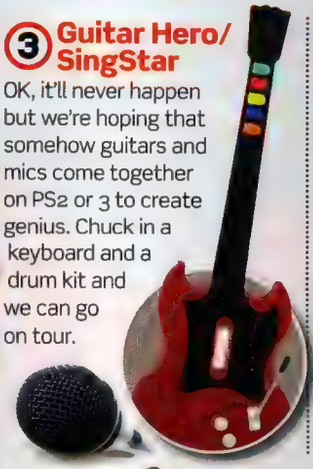
2 Bully 2: University

Imagine an older, wiser Jimmy Hopkins settling into life as a student. What mischief could he get up to as a fresher? What perils might he face beyond the crippling dept and midterm exams?



3 Guitar Hero/ SingStar

OK, it'll never happen but we're hoping that somehow guitars and mics come together on PS2 or 3 to create genius. Chuck in a keyboard and a drum kit and we can go on tour.



4 God Of War PS3

It's going to happen, that's not in doubt. The question is, however, given the jaw dropping levels of loveliness that it's already achieved on PS2, just how astonishingly beautiful is *God* going to look on next-gen hardware?

5 A new game from Team Ico

The people behind *Ico* and *Shadow Of The Colossus* have hinted at PS3 and PSP projects. We want a PS3 continuation – it's bound to be another ethereal masterpiece.

6 Prince Of Persia

An accidental leak last year revealed an image of the Prince with a strange gauntlet, but no solid facts. What the glove does and what format he's heading to remains a mystery, but at least we know he's on the way.

7 Freedom Fighters

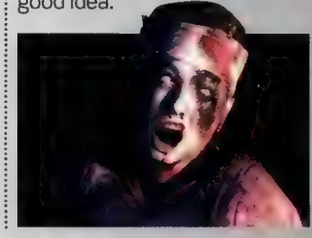
If you haven't played this tactical shooter from the people behind *Hitman* then dig it out the nearest bargain bin now. It was, and still is, brilliant and we want a shiny new PS3 version this year.

8 Silent Hill 5

Series composer Akira Yamaoka has hinted that the next installment might explore familiar locations 'gone wrong'. He has also said that the gameplay will return to the psychological torture of episodes one and two.

9 Forbidden Siren 3

Sony has confirmed a PS3 version's on the way and we can't wait to see the Shibito zombies. And using the Sixaxis pad to tune the sightjacking power seems like an obvious, good idea.



10 Syphon Filter

After a brilliant return on PSP, this former PSone star is certainly due for a comeback in the near future, especially as a new *Splinter Cell* won't be hitting PlayStation for a while. Do you think anyone is listening to us...?

TWO GAME OF THE YEAR COLLECTOR'S EDITION COVERS

FREE

2007 NINTENDO YEAR PLANNER

EDGE®

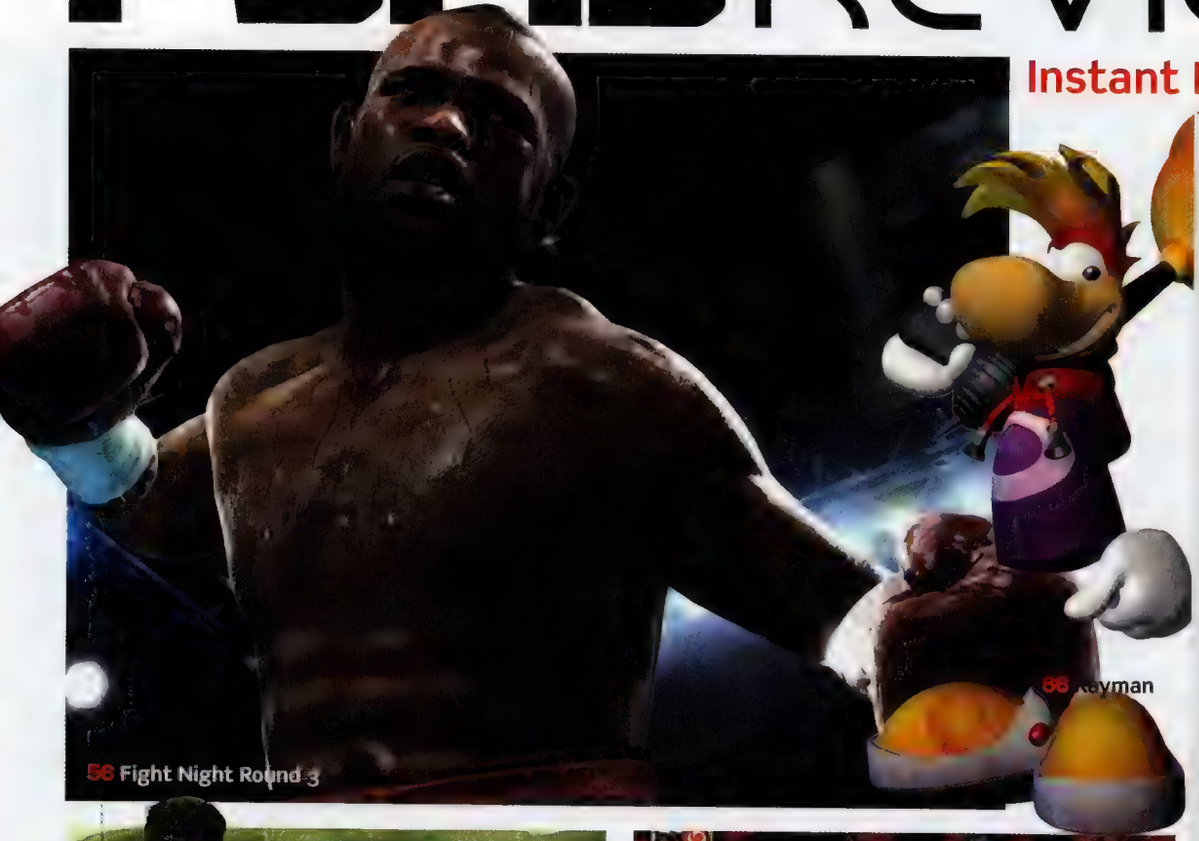
NINTENDO | SONY | MICROSOFT | PC | PORTABLE | COIN-OP | SET-TOP | ONLINE

And the winner is...

Edge 171 on sale now

PSM3 Reviews

Instant PlayStation justice



Start

Fight Night Round 3	56
Metal Gear Solid: Portable Ops	60
Full Auto 2: Battlelines	64
Rayman Raving Rabbids	66
Okami	68
Star Trek: Encounters	70
Marvel Ultimate Alliance	72
Brothers In Arms: D-Day	74
Gundam: Target In Sight	76
Tokobot Plus	77
Gun: Showdown	78
Delta Force Team Sabre	78
Dynasty Warriors Vol. 2	78
Xaolin Showdown	78
Madden 07 PSP	78
Star Trek: Tactical Assault	79
Crazy Frog Racer 2	79
PSM3 Awards	79

"This is a fury-inducing, frustrating trial of a game, sadly"

Star Trek page 70

PSM3 review scoring system

0-29
Rubbish
An absolute stinker and an insult to gaming. The makers should be ashamed.

30-49
Poor
Why did they do that? Some simple playtesting could have worked wonders.

50-69
All right
Hey it works, and we can see what they were trying to do. And that's about it.

70-84
Good
Worth playing, especially if you're a fan of the genre. It just lacks that touch of greatness.

85-89
Superb
This is the sweet spot. If a game scores in this zone it's definitely worth your money.

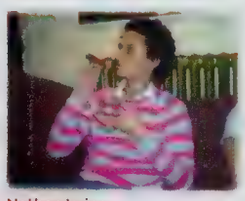
90+
Amazing
You must get this. Failure to do so would mean missing out on a real console classic.

PSM3 BUY IT
The Award
If you see this, then you should buy that game.

The Team | Meet our regular reviews squad

Daniel Griffiths
Specialist in Driving, action and X Factor speculation.
Playing *Marvel: UA:* "I'd be a hero, but I haven't the legs for lycra."

Daniel Dawkins
Specialist in Extreme sports, and mortgage advisors.
Playing *Portable Ops:* "I enjoy a Solid Snake in my hand."



Nathan Irvine
Specialist in Sports games and taking up smoking.
Playing *Fight Night:* "I'm training for my own pro boxing career."

Andy Kelly
Specialist in Role-players, retro, and looking windswept.
Playing *Okami:* "I thought it was about Wolf from Gladiators."

David Cook
Specialist in Shooters, platformers and moving house.
Playing *Sly 3:* "Who decided raccoons were sly, anyway?"

Dave Harrison
Specialist in All the games we're not so keen on playing ourselves.
Playing *Gun PSP:* "I'm quick on the draw. Just ask my curtains."

Disagree with our reviews? Email your outraged rant to **psm3@futurenet.co.uk**

Pub EA | **Dev** EA
Price $59 | **Release** Out now (import)
Multi-player 1-2

ON THE DISC
Watch *Fight Night* in action on the disc today
PS3 Only

"Clears any doubts about PS3's power"

Tat's just stupid As part of your editing options, you can slap a couple of tattoos on your boxer.

Fight Night Round 3

IMPORT

Best sweat physics ever, but that's your lot

Were there to be any doubt in your mind about PS3's graphical power, then these shots right here should clear them out. EA's champion boxing title, *Fight Night Round 3*, has stepped up to try its hand in the next-gen arena and it certainly looks the part. Sweat glistens as the two fighters go at it, and the war wounds they sustain look satisfyingly realistic. But despite these looks, EA have recently been quoted as saying they're "only using 20% of PS3's power right now". Imagine what they'll look like when it's up to steam.

But what you really want to know is if it's any good and what – if anything – is new. Well, we can confirm that PlayStation 3 *Fight Night* is super-solid to play – but the exclusive next generation content is disappointingly featherweight.

Old and new

Fight Night Round 3 comes packing a new First Person Boxing view, an online mode that works like a dream and an ESPN news ticker that pipes in ESPN radio and scrolls sports news across the bottom of the screen... and that's about it. The fighting mechanics are almost identical to the PS2

KNOW IT NOW

- Glistening boxers that look amazing? ✓
- Punches to make your eyes water? ✓
- Online scraps against like-minded gamers? ✓
- Calzaghe, Khan and Frank Bruno? ✗

Shadow, man Oh, it's Shadow. We really hate Shadow and don't think we should suffer alone, which is why we've printed this picture really big. Enjoy!

New look

Facing your fears

It's first-person Get In The Ring mode.

Blindsided Take too many punches to the eyes and the sides of the screen will blur.

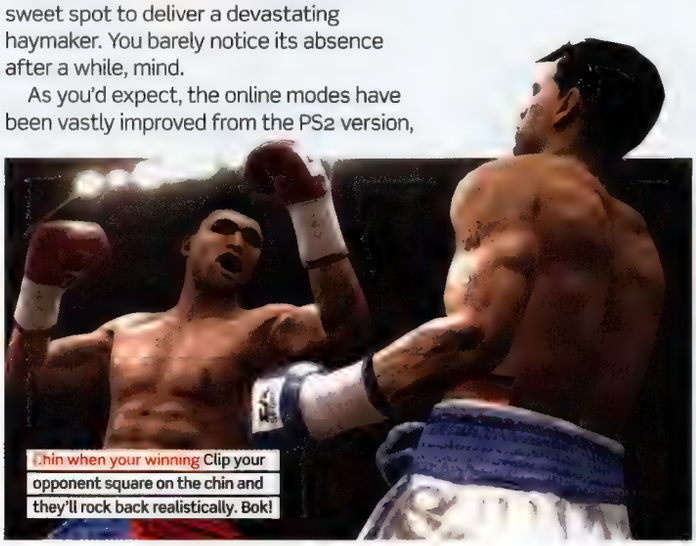
Full facial The best bit about this angle is that you see the gradual damage appearing on their faces.

Two's thump-any Take on a mate and you can both use this view. It's tricky to grasp, though.

He's armless Oddly, you can't see your arms as you throw fists at your opponent's face.

version. You waggle the right stick for the ultra-responsive Total Punch Control, hold L1 to bob and weave or press R1 to protect your precious face and body. It's all very familiar. The only thing that's noticeably missing is the delicate rumble from the pad, which lets you know you've hit the sweet spot to deliver a devastating haymaker. You barely notice its absence after a while, mind.

As you'd expect, the online modes have been vastly improved from the PS2 version,



Chin when your winning Clip your opponent square on the chin and they'll rock back realistically. Bok!

so there's barely a whiff of slowdown as you try to take your opponent's head off. Sadly, the servers – at the time of writing – are emptier than the seats at an Audley Harrison bout, and the fighters who *are* there seem to throw in the towel at the first sniff of defeat, which happens to be quite often. It's clearly not the hotbed of activity we anticipated, but it is packed with leaderboards and statistics so that you can keep tabs on everyone's progress, including your own. If only there were some sort of belt that you could fight for. That would make things much more interesting.

World of sport

It's the ESPN deal that really impressed us though. Fresh from the Entertainment and Sports Programming Network newsdesk come updates of events in the world of sport, from Premiership football to how awful England are at cricket. The radio station streams from the net, playing over the menus and delivers up-to-the-minute news reports. It's a nice touch, but very US sports-heavy right now, which means lots of numbers about teams like the Seattle Badgers and the like... We're confident that the Euro servers will be more football focused, however. <crosses fingers>.

Yet it's hard not spend all your play time gushing over *Fight Night Round 3*'s looks. The folds and ripples as you land a big hit on your opponent's face *look painful* and the way the blood seeps like claret tears from gashed eyes looks realistically gruesome – but you just can't help taking another ghoulish look at the replays to see how much damage you've just caused to another human's face. Sadly, however, it's not as smooth as we'd like. There are some glitchy moments, highlighted during slow-motion replays, as limbs jerk around like Crouchy doing his robot dance. In fact, the replays jerk more than the action. Not game ruining, just a little annoying.

But aside from the new FBS mode (see Facing Your Fears, above), *Fight Night Round 3* plays an almost identical game to the PlayStation 2 version. You still get the classic ESPN bouts, where you recreate key fights from history – like Frazier and Ali's famous Rumble In The Jungle – in sepia-tinged glory. There's an in-depth

Fight Night Round 3

"A glossier version of a brilliant PlayStation 2 game"

The big E-asy This bandana sporting bloke is called Big E. We suspect he's one of EA's token made-up characters because they were running out of licenses. He's rubbish.

Career mode – which has been tweaked just enough to make your main rival even more of a headache than previously, as he'll stick a headbutt on you then shuffle backwards while raising his hands in celebration. The cad. Unfortunately, the exact same, repetitive, hip-hop tracks are still present, which is surprising considering that EA have the licenses to almost every song in the known universe these days. More variety next time, please.

Same all over again

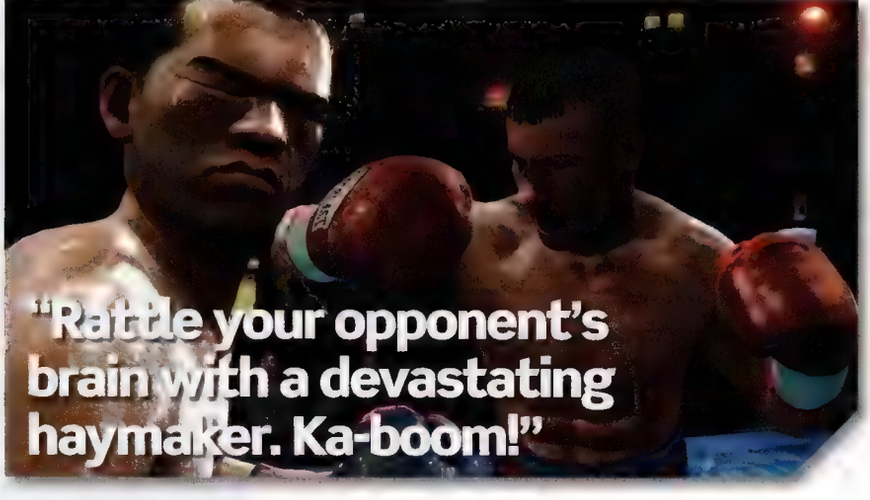
Although there's no better looking sports game out there right now, and this boxing simulation is still the undisputed champion of ring sims, it's not quite the giant step up in gaming that we wanted. We expect some vast improvements come *Fight Night Round 4* – like decent minigames (similar to *Rocky's* punchbag and skipping rope bits on PS2), an upgraded career mode (where you sign with a promoter for big name deals) and if Electronic Arts have any mercy, a more inspiring soundtrack than the current small selection of hip-hop. But right now we're stuck with this glossier version of a brilliant PlayStation 2 game. It looks, feels and – if it had a scent – would probably smell the same as you'd expect, and as such it's probably not worth getting it in if you already own the game on PlayStation 2 or even PSP. They've certainly captured that next-gen feeling, but a couple of new features and some sharper graphics tacked onto a game you've already played to death really isn't enough to deem this a must-buy in any way. You're better off waiting for this champion to come out over in Britain before climbing into the ring again.

Nathan Irvine

The real deals

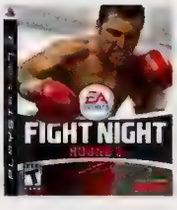
EA have captured loads of boxers for this third round of fighting and they've all been recreated to look almost identical to their real-life counterparts.

Fave Feature



"Rattle your opponent's brain with a devastating haymaker. Ka-boom!"

PSM3 Verdict



***Fight Night Round 3* contains...**

Licensed boxers | Blood | The ESPN newswire | Not enough new stuff

Overall Fundamentally no different to the PS2 game, though still worth playing if you're new to *Round 3*.

78

Pub Konami | **Dev** Kojima Productions
Price $50 | **Release** Out Now
Multi-player 1-16

ON THE DISC
There's Portable Ops footage on the disc this month. 2DAY's show.

Spot on The main map acts like a hub, allowing you to pick missions at will, with more locations opening over time.

Choking aside To avoid springing the alert it's best to sneak up on foes from behind – you can even interrogate them for info by holding ◎ then tapping ▭ to threaten.

Metal Gear Solid: Portable Ops

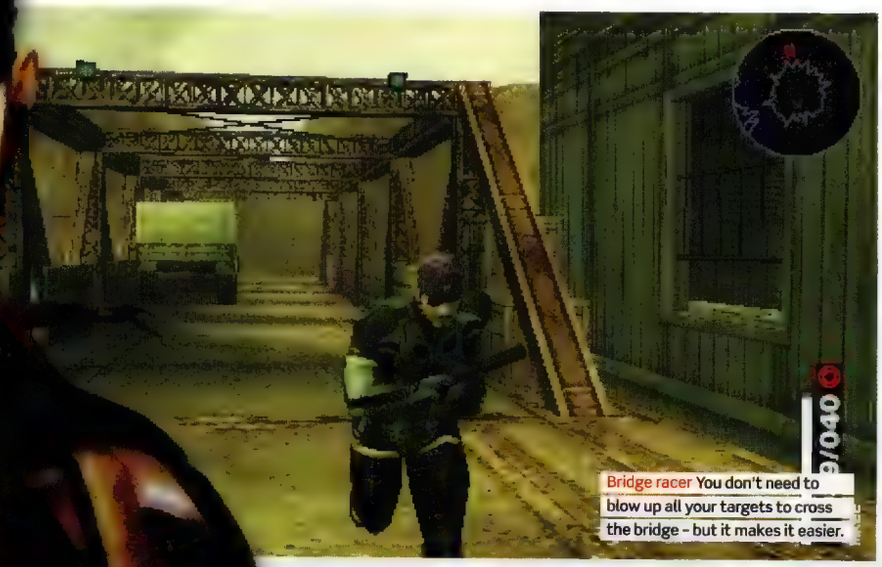
Bite-size play, gluttonous depth – but the jury's out. For now

KNOW IT NOW

Full free-roaming 3D camera?	☑
Classic *MGS* gameplay?	☑
Fiddly, innovative and rambling?	☑
Easy to complete and follow?	☒

MGS: Portable Ops and PSP share a common problem: no-one knows what they're about. Sony's handheld is sort of a media player, and kind of a games machine, offering just short of PS2 standard graphics, but with fiddly controls – and two years on, we're not really sure if we like it. *MGS: Portable Ops* is sort of a full blown single-player *MGS* epic, and kind of a multi-player-focused curiosity, offering just short of PS2 standard graphics, but with fiddly controls – and *20 hours* in we're not so much sure if we like it, as unsure if we're playing it properly, or completely missing the point in the first place. Typical of a Kojima game, it defies any kind of neat categorisation and subverts tired clichés, but sadly for *MGS: PO* and PSP, it disproves the wrong adage – a problem shared, *isn't* a problem halved. But doubled.

MGS is fiddly enough, but the PSP version requires arthritis-baiting dexterity. Given that we didn't like *MGS3: Snake Eater* for six hours until we mastered CQC, camouflage and fine camera control, it's really highly frustrating. With no second analogue stick to constantly adjust the camera – plus the addition of PSP's small screen – makes proceedings cramped and claustrophobic. Before you even start, you need to constantly tap ▭ to reset the camera behind you, lending the game a staccato feel, or – worse still – let go of the movement



Bridge racer You don't need to blow up all your targets to cross the bridge - but it makes it easier.

Freeze company The first boss, Python, can freeze your weapon and hides in the chilling fog. He's easy, mind.

(on the analogue nub) entirely, so you can adjust the camera position on the nearby D-pad.

Blind control

To be fair, you *do* adjust after a few hours, but it only achieves the level of fluidity you might associate with, say, a practised amputee, as opposed to a natural athlete. If you've never played an *MGS* game before, the controls are perversely intimidating – and that's not to mention the game's unique inner-logic, recruitment system and new hub-based play that'll unsettle even the most hardened stealth operatives.

Better news? It looks almost as good as *MGS3* on PS2 – at least in the interior sections – with spot-on animation, a full 3D camera

Stat bastard

During the course of this review we recruited...

45 Soldiers

13 Lady spies

15 AK47-toting grunts

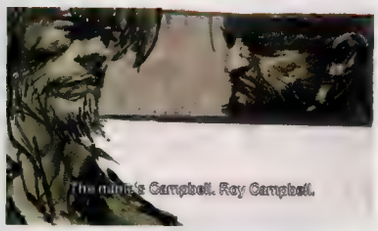
2 Old friends

1 Boss character

Cut-scene

Is it all codec chat?

***MGS: PO*'s plot ties in directly with *MGS4*...**



Graphic description The game explains how Big Boss and Roy Campbell first met up.

Gene-ius Main villain, Gene, has corrupted FoxHound and holds the secret to Outer Heaven.

Scene and heard The atmospheric cut-scenes are comic-style, but feature the original voice actors.

and incredible character models. The only downside is that levels tend to look similar, with a Lego-block scattering of sharp edges, inclines and boxy buildings. Levels are relatively big, with multiple floors and some sweeping panoramas, but the fuzzy textures and lack of ambient effects makes them sometimes feel like crudely painted VR missions.

Still, relative to the curious *MGS: AC!D* series, it's a major improvement, facilitating the core *MGS* stealth gameplay we cherish *and* abhor. You can do *anything* you can in *MGS3* – well, certainly, *MGS2* – including crawling, leaping and punching; plus complex stuff such as pop-out shots from behind cover (involving an octopus-handed number of buttons), CQC, taking guards prisoner and even tapping the walls to attract attention, before sneaking up and 'holding up' guards to steal their items.

There's no camouflage system – though certain team members are 'invisible' to a point in certain situations, leading to

Features

How to recruit a team

You'll never win by fighting alone...

Use 'em The more men you recruit, the easier it gets – it's like a kind of pyramid scheme.

Get 'em down Kick, wrestle or tranquillise foes unconscious – you can't risk killing them.

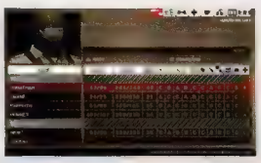
Wash their brains Foes will be automatically lifted into the van, before lengthy brainwashing.

Haul 'em in You need to manually drag them to your van, which can takes ages in big levels.

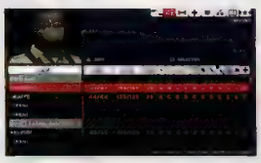
How to deploy your troops tactically...

Every soldier has unique abilities, with different weapons, energy and levels of stamina – so it pays to look around for 'rare' foes. You can even recruit special troops via Wi-Fi hotspots, with better quality signals unlocking a better variety of soldier. You can enter passwords to unlock playable classic *MGS* characters, too.

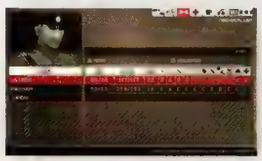
Manage menu This is where you recruit and manage troops.



Sneaking teams These are the soldiers you control in battle.



Spy units Once assigned, they can be left to find new objectives.

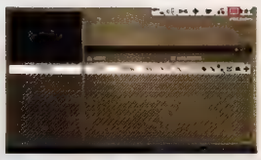


Technical teams These help you create new weapons/gadgets.

Medical teams A good team will help you recover health quickly.

Independent team For 'odd' characters such as nutritionists.

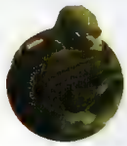
Rookies This is where new troops await their deployment orders.



Prison Captured foes need to spend time here until they switch sides.

All troops You can view every captured troop at once for ease.

Blast orders We don't want to give too much away, but that hair does look like Ocelot's.



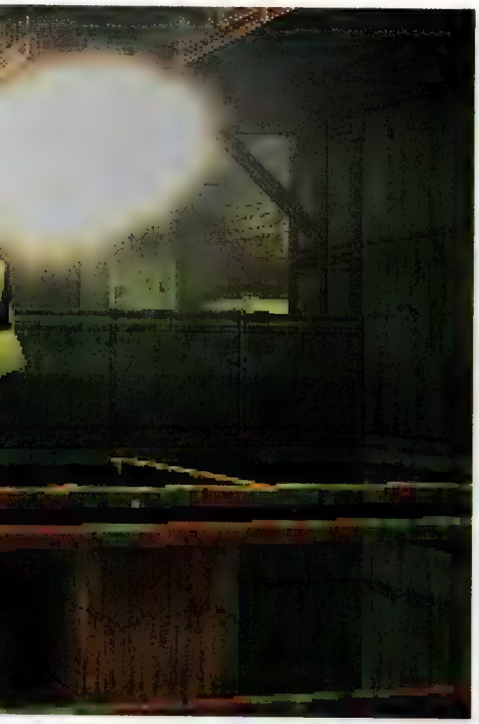
Online Play Expect 1-16 player online battles in the style of an *MGS3: Subsistence* deathmatch, or play direct via Wi-Fi. You can steal, or trade, other player's soldiers, or use the White Flag system to surrender mid-battle for safety.

critical selection choices – and you need to hold ⓐ to tip-toe and sneak past foes undetected. There's no radar (like *MGS2*), or sonar blip (like *MGS3*), but a new sound-based detection system that shows how much noise you and the enemy are making, plus its direction and intensity. With practise, it's a versatile tool, allowing you to make great use of cover to baffle foes, and sneak up from behind.

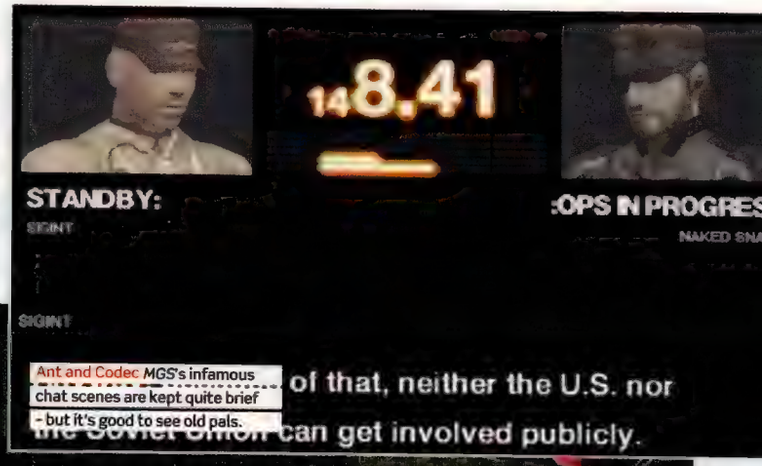
The big addition is team recruitment (See 'How To Recruit A Team'). Knock out a foe and you can drag them back to your van to be press-ganged into joining your squad. Different troops have different skills (some help stamina recovery, some help headshot accuracy, some help build weapons, etc), lending the game a tactical feel. You could rush through each level – yes, there are *levels*, and a hub – killing people at will, but you forfeit the chance to recruit them. A slower approach lets you build a varied team, and makes things easier. Don't be fooled – you don't order a squad around in real-time like *Ghost Recon*, but take it in turns (if you wish) to tackle levels while your pals hide in boxes.

One step at a time

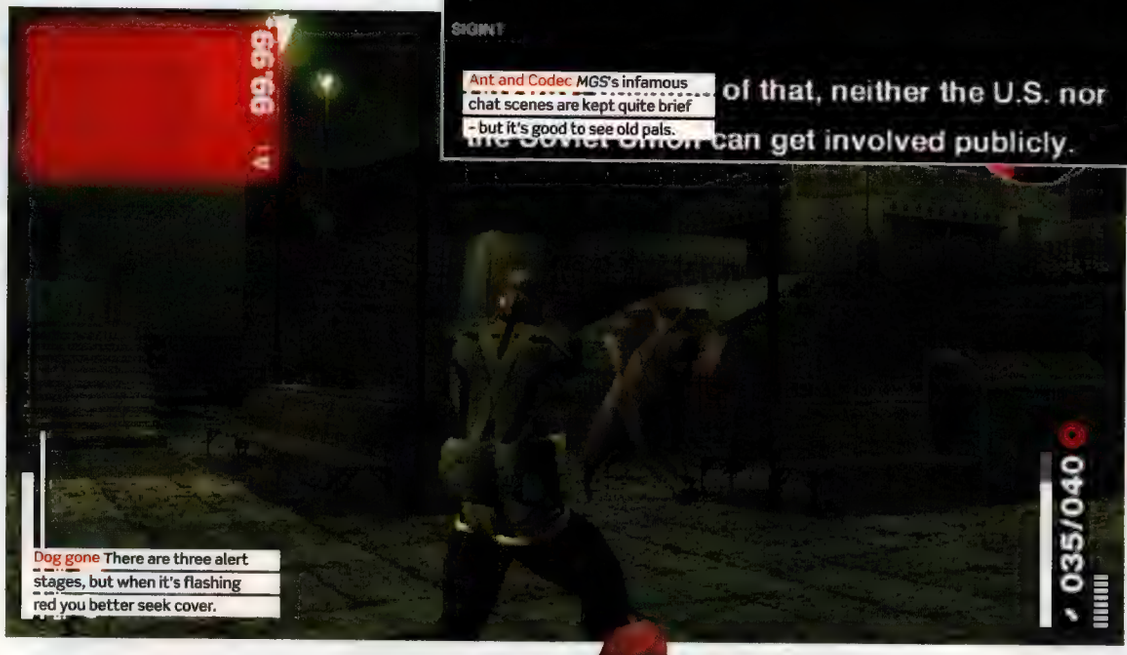
Kojima has changed *MGS*'s structure to suit the (alleged) nature of bite-sized PSP play. You don't play through the game in a linear, organic swoop like *MGS3*, but tackle levels one-by-one from a main hub/map. The theory is sound, but you end up visiting levels more than once, and sometimes you can't proceed until your Spy Units (who work behind the scenes once deployed) unearth new information about a location – i.e. you sometimes hit brick walls and have



RPG fan Weapons are scattered about levels, but rare ones need to be researched, or are released over time.



Ant and Codec MGS's infamous chat scenes are kept quite brief - but it's good to see old pals.



Dog gone There are three alert stages, but when it's flashing red you better seek cover.

to wait until your team 'unlock' the next key plot-driving objective, be that a jailed informant, secret document or weapon.

As a result, the game never develops the gripping emotional flow of *MGS3*, with the excitement of key scenes eroded by tedious busywork. You don't need to undertake every task – e.g. blowing up three buildings causes a diversion, but four makes it much easier – but you get the nagging doubt you could be doing something else, or you've missed a key weapon. Worse, since you've only got four menu slots, you really need to know what items to take into each mission to avoid needless juggling, meaning you'll Restart or Abort missions time after time to get the right team/item balance. It *is* tactical, and often hugely rewarding, but the open structure means that after 20 hours of play, we'd only fought two bosses, and can't say how close we are to the end.

Oddly, we get the feeling the single player game is a huge prelude to the potentially fantastic online mode – you can take your personalised squad online, or via Wi-Fi, to tackle up to 16 other human players, and steal their team members.

Time scale

The game's set in 1970, six years after *MGS3*, with many returning characters. The plot links with *MGS4*, but Kojima won't say how.

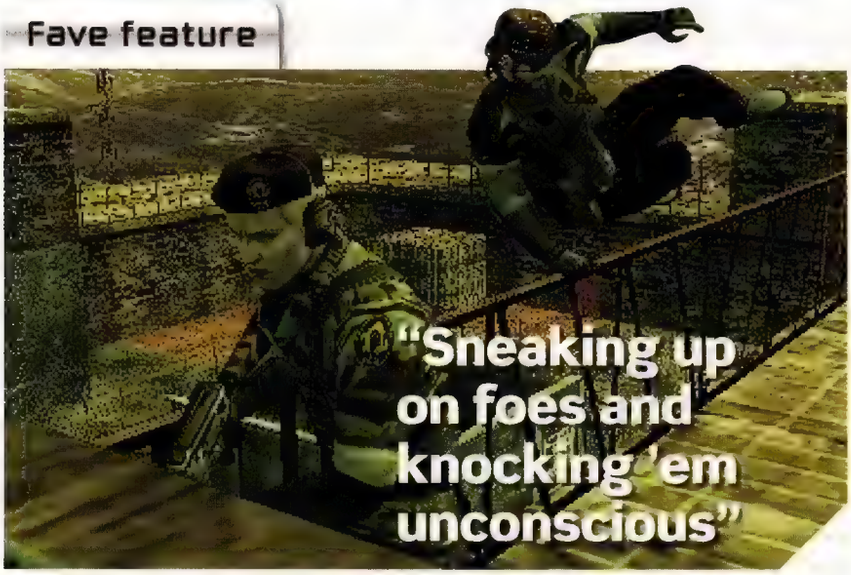
Truth is, we've still not finished the game after 20 hours, and *MGS: PO*'s online depth, might only be apparent over time.

Building plot

All of that said, *MGS: PO* is easily one of PSP's best single player games. You'll delight every time you sneak past six foes to a chorus of 'Huhs?' and revel in every hard-fought boss battle. The plot is riddled with Codec chat, but the slick digital comic-style cut-scenes weave a compelling plot that links directly to *MGS4*.

Ultimately, *MGS: PO* is like eating a platter of finely crafted hors d'oeuvres – easy to digest, but compromised and repetitive. It's just less satisfying than a set menu of balanced textures and flavours – and, simply, why *MGS3: Snake Eater* is still Kojima's tastiest dish. **Daniel Dawkins**

Fave feature



PSM3 Verdict

***Metal Gear Solid: Portable Ops* contains...**
Innovative recruitment | Tactical online battles
Stealth gameplay | Returning characters

Overall Right now, this is a compromised imitation of a classic, but one of the deepest, most engaging games on PSP.

83

Pub Sega | **Dev** Pseudo Interactive
Price $59 | **Release** March 2007
Multi-player 1-4

ON THE DISC
We'll review *Full Auto 2* on the DVD next month

Fool auto Looks brilliant, doesn't it? Well these shots fail to communicate the awful handling and aimless, random gameplay.

IMPORT

Full Auto 2: Battlelines

We're drawing up battlelines. *Full Auto 2* is on that side. Everyone – *attack*!

KNOW IT NOW

A last-gen game in next-gen clothing? ☑
Terminally lazy and unimaginative? ☑
A near-constant, perpetual bore? ☑
***Burnout* with guns lashed to the hood?** ☒

Cars with guns on them. Cars with *guns* on them. We thought this kind of rubbish idea started and ended with *Spy Hunter* (and *From Russia With Love*) but no – the idea of having guns on cars has made it to the next generation. Oh, Sega, what have you done? *You* aren't supposed to make games about cars with guns on them! Of all people! But *Full Auto 2* is a sham of a game whose monumental lameness stretches far beyond its lame concept. Check this lot out.

First things first – the handling is dreadful. It has neither the slick arcade fluidity of *OutRun* nor the robust hardcore thrills of *Burnout*, the two games to which we can most closely compare *Full Auto*. The cars don't seem to turn, they just sort of awkwardly slide into a different position. It feels like driving a lawnmower around an ice rink. During a race, the handling's merely annoying, but when you're in a free-roaming *Twisted Metal*-style Gladiator event it makes you feel like a palsied child. You flail, you spin, you skid and you bash yourself repeatedly into walls, failing miserably to shoot *anyone*.

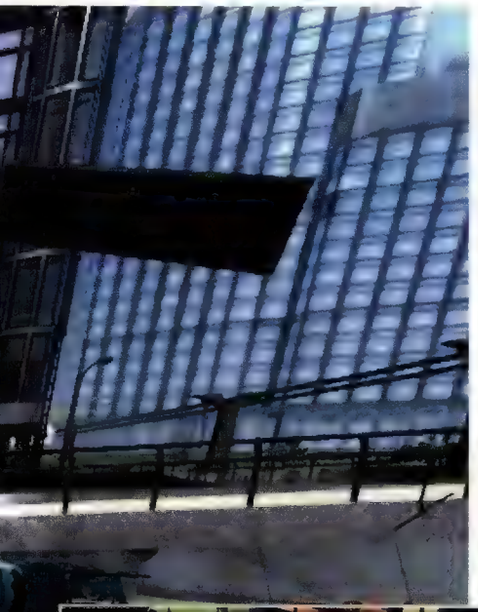
Gladiators... ready

Ack, but don't get us started on Gladiator mode. It's sort of like *Destruction Derby*, but with the mechanics of a *TimeSplitters* deathmatch. You aimlessly barrel around an arena firing at other motors and there's no real focus or order to it. You literally won't have *any* fun and will opt for regular races whenever you're given the choice. These are the parts of the game that aren't *that* bad and see you pursuing – and being pursued by – other cars with guns on them. As you race, the tracks get torn to pieces – nearly everything can be smashed, including the fronts of buildings, bus stops, other cars and pretty much anything that gets in your way. There are pick-ups scattered around the tracks, too, including mortars that attach to the back of your car and let you lob explosives, and green spanners – how original – restore your car's 'health' if it's about to explode.

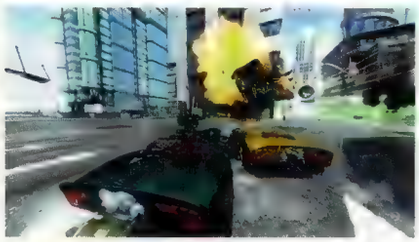
But let's get back to cars with guns on them. You're given two weapon slots when you pick a car – front and rear. If you're all about being up close and personal, you can

Full Auto 2: Battlelines

"A budget PS2 game wearing its big sister's high-definition make-up"



Name and flame OK, so we admit that the flamethrowers are fun. But only for about five minutes.



Street life These city courses remind us of *Burnout*. Only visually, mind. The comparisons must end there.

Break up Ignoring the race entirely and skidding about smashing stuff up is a fun distraction. They should've made a mini-game out of it, really.

Blast factor It's a lowered sports car lasering trams in the middle of a busy street. Perfectly normal.

Smash and grab Destroy certain objects and the level will fall to pieces before your eyes..

attach two guns to your hood, but if you're Johnny Strategy there are a number of James Bond-style gadgets you can stick to the back of your whip, including a smog generator. Good idea, but in execution it's a pain in the balls. Trying to look behind you *and* fire a weapon is an exercise in futility so you'll always opt for two guns.

Weapons range from basic machine-guns and shotguns (shotguns on a car? Ridiculous) to lasers and rocket launchers. You can even look through an in-car camera and see the guns jutting out, turning the game into some kind of bizarre first-person shooter. A rubbish first-person shooter, set on a street, starring a blind, useless man with wheels for legs, whose only goal is to aimlessly kill other men with wheels for legs, forever and ever, until he snaps and repeatedly drives himself into a brick wall in an attempt end all the madness. You get the idea.

Broken engine

The cars themselves, predictably, are all made up. There's one that looks like a sports coupe, one that looks like an old '50s Cadillac, a 4x4 truck and every other basic 'genero-motor' you can possibly think of. Thing is, though, they look fantastic. The sparkling chrome on the Cadillac-a-like when the sun glints off it is gorgeous, and they're all shiny and nice-looking. But lush HD reflections aside, nothing can forgive the game's absolute lack of creativity. Everything is a monstrous cliché – especially the plot which ineptly tries to tie a tale of warriors struggling in a Dystopian future-scape to driving around in cars (with guns on them). Having a *reason* for being a car with a gun on it doesn't get around the fact that it's a very stupid idea indeed.

We really shouldn't be writing like this about a PlayStation 3 game. What happened to 'the PS3 difference'? Why's this so rubbish and, except for the lovely reflections and detailed vehicle models, last-gen in every possible way? In fact, this isn't a PS3 game. It's a budget PlayStation 2 game wearing its big sister's high-definition make-up. It's abominable, and just thinking about it makes the veins in our forehead bulge. Wait for *Burnout 5*, or play any *Burnout* on PS2 – all of which are better than this.

Andy Kelly

PSM3 Verdict

***Full Auto 2: Battlelines* contains...**

Cars with guns on them | Destructible environments | Online multi-player

Overall A stupid idea that should've been ditched at the drawing board. Stick with *Burnout* instead.

36

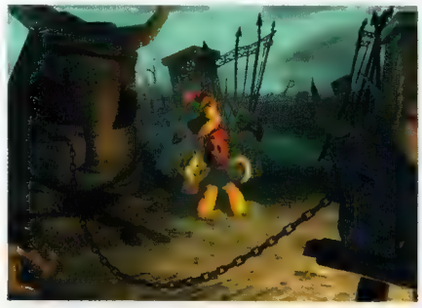
PS2

Pub Ubisoft | **Dev** Ubisoft
Price £30 | **Release** Out Now
Multi-player None

ON THE DISC
Raving Rabbids will invade the disc next month

Rayman Raving Rabbids

Can anyone else smell Wii?



Ubisoft have claimed the dubious honour of being the first developer to port a Wii game onto PS2. This new venture for the limbless hero isn't a full blown platform game but a series of mini-games – all of which work great... on Nintendo's new Wii wand wafting machine. On PS2 however, we're stuck with the old DualShock, meaning that you claw your fingers into increasingly painful positions as the game rumbles on.

Playing as Rayman, you've got to escape the clutches of the psychotic rabbids – a breed of rabbit that wield bats and ride flying saucers. Your escape is achieved as follows: leave your cell, take your pick from four days events each day and, hopefully, win some plungers to build a makeshift ladder with and scramble out of a window. The events include bemani disco dancing, tossing a cow across a graveyard and bashing a rabbid on the head with a hammer until it protrudes a throbbing lump – which looks disturbingly like an old chap. Each of these challenges is equally as drab as the last and it soon becomes much more of a chore than any fun. This is largely due to the controls. A few of the games need two people – never mind two hands – as it's almost physically impossible to twist the analogue stick to spin a skipping rope and keep tapping ⊗ at the right time to jump over it.

Humour us

On the plus side, there are loads of bite-sized games to play – it's just a shame they're all so fiddly. And while the humour isn't the Monty Python-style, laugh-a-minute we were promised by developer Michel Ancel, it's OK. For instance, the penalty shoot-out where you hoof a little rabbid toward goal rather than the football raises something of a smile, as does the silliness of dressing Rayman up in a Goth outfit or as an elderly grandmother.

Lose control **The running games are difficult because of the unforgiving flicking of the sticks. Best hold the pad like *this*...**

Unfortunately, you've always got a nagging feeling that *Raving Rabbids* isn't comfortable on PlayStation 2. This isn't helped by the fact that it's a seriously repetitive affair – all you do is enter each of the four rooms, complete the challenge within, then take the trip through a big gate and finish the final stage of that room (usually a hog race or a first-person shooting game) and repeat to fade. It's a bit unsatisfying, it's too hard to control and, though there's some fun to be had, the whole thing stinks of Wii. On that machine, *Raving Rabbids* is quite fun. On this machine, it isn't.

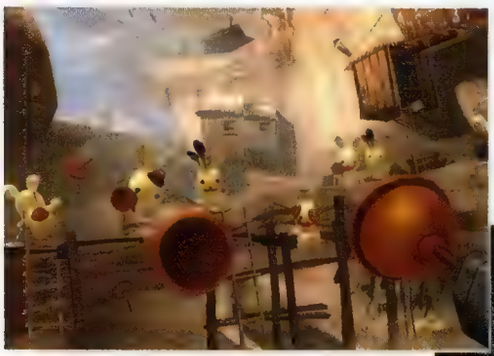
Nathan Irvine

PSM3 Verdict

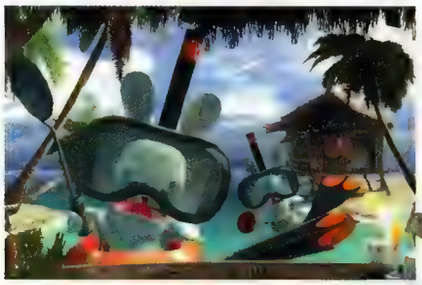
***Rayman Raving Rabbids* contains...**
Fiddly controls | Hit and miss humour
Daft dancing | Goth costumes

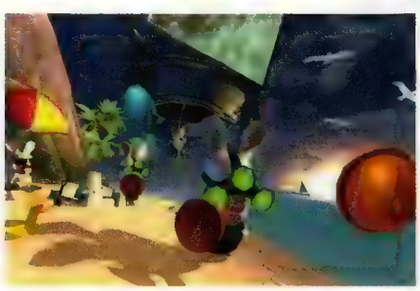
Overall Like its hero, *Raving Rabbids* doesn't have the legs to keep going. It's all a bit too monotonous.

60



Plunging the deaths This is the FPS style game where you kill the Rabbids with a bizarre plunger gun.





Take a dance on me Rayman really can strut his stuff in the bemani disco-dancing challenges.

Tech.co.uk
technology news first

Get your Audio/Visual news first

- DAB radio
- TVs & projectors
- HD DVD
- Blu-ray
- Hi-Fi & speakers
- Home cinema
- Personal video recorders
- Multiroom systems
- Gaming
- Digital home

Tech news, reviews and discussion 24/7

- Delivers the consumer and PC news you want the way you want it - all day every day
- Offers impartial advice and no-nonsense reviews from industry experts
- Enables you to compare prices and specs so you can find exactly the right product for you
- Gives you the chance to have your say through forums, user reviews and more
- Features extensive help information and regularly updated buying guides to help you understand the latest technologies
- Get inside the tech industry with our straight-talking blogs, which cover everything from Windows Vista to high-definition TV

Tech.co.uk
technology news first

PS2

Pub Capcom | **Dev** Clover
Price £30 | **Release** Feb 9
Multi-player None

ON THE DISC
Okami will be on the disc next time around
PS2/Reviews

Them bones This is Crimson Helm, one the earlier bosses. Beating a boss almost always earns you a new brush power.

Okami

The wolf sim finally gets an English translation, but remains wonderful

KNOW IT NOW

Rife with life-affirming beauty? ☑
An epic plot full of fun and humour? ☑
As big and varied as a *Final Fantasy* game? ☑
Pimps, gangsters, guns and prossies? ☒

Okami looks amazing. But you already knew that, so we'll get down to business from the off and tell you how it plays. Well, after we tell you about how amazing it looks when Amaterasu, the main character, restores nature with the Celestial Brush.

Holding L1 and painting with ○ lets you draw objects, which then appear physically in the game world. Draw a circle in the sky and a glowing sun will appear, sketch a swirl and a gust of wind will breeze through the level and, if you can't get across a wide gap, ink in a bridge and scamper across. But the best effect lets you restore nature. Draw a squiggle on the ground and a line of flowers will appear, or draw a dot to plant a tree. Bigger events (like restoring a large, dead tree) make the whole area erupt with flowers, plants, streams, sunlight and animal life. It's wonderful.

Frolicking around a level you've just restored is a joy. In fact, it's almost like being a real canine. You can dig holes, bark at people, chase animals, pick up bunny rabbits in your mouth and generally cause mischief. We spent ten minutes headbutting monkeys into a lake, for example. You can cover people in ink with the paintbrush too, but wolves don't really do that. You'll get so absorbed in the world.

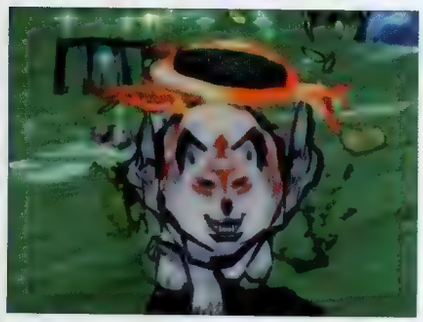
Brush strokes

Progression is fairly traditional. Go through a level, solve a puzzle or two, defeat a boss and unlock a new ability. It never slips into routine, though, because it looks so delicious. There are villages dotted around the countryside filled with likeable townsfolk, all of whom Amaterasu must cheer up by helping them with their everyday woes. The sake maker for example. Her waterwheel is broken and business is at a standstill. But, with a flick of the Celestial Brush, you draw in the missing part and the wheel springs into life. So all you're basically doing in Okami is restoring nature and helping people. Could there be a nobler pursuit? It's so simple and honest that now whenever we play an urban crime-'em-up, we'll be trying to help people instead of mowing them down in an urban drive-by.

But when she's under threat, Amaterasu puts her niceness aside and gets her paws dirty in combat. When a battle starts, you're surrounded by swirling kanji lettering and 'locked' in a small arena with the enemy. The monsters you face are, erm, strange evil musicians. There are big burly drummers who send you tumbling back

Fish face These bizarre goldfish fly around, but you can cut their wings off with a slice of your Celestial Brush.

Fade to black When an enemy loses its colour, you can slice them in half with the brush.



Dogs of war Amaterasu, the god of the sun, is using the body of this legendary wolf to rid Nippon of evil.

Ring of fire Battles take place in these fiery circles. You're scored for damage and time taken at the end of each one.

with pulsing shockwaves and nimble guitar-playing pixies who leap around confusingly. You have a few basic combos, all of which are pulled off via prods of ⊡ and △. You can use the Celestial Brush in combat too; confuse the enemy by drenching them in ink or drawing a horizontal line across their bodies to slice them in half. As you unlock more brush powers combat gets more exciting and, if you just can't be bothered with another battle, you can leap through a portal and escape back to the outside world. Fighting pays off, though; accumulated points can be used to pump up various elements of Amaterasu, from the amount of ink she can carry to the size of her health bar.

Peace on Earth

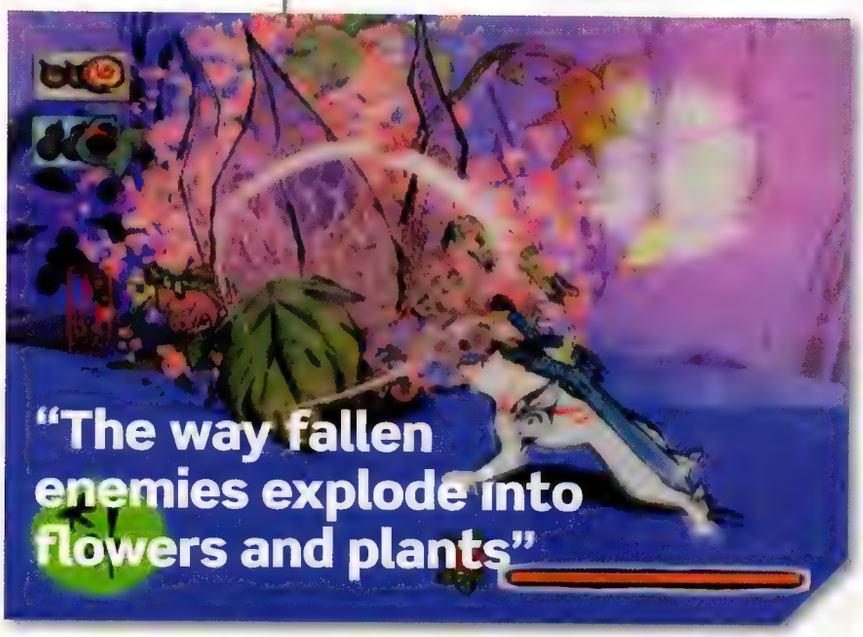
But most of your time will be spent running around and exploring. Some have accused the game's difficulty level of being too low, but making it frustrating or difficult would go against everything the game stands for. It's peaceful and elegant and you'll play it for hours without hurling your pad to the floor in frustration even once. That doesn't mean you'll fly through it, mind. There are dozens of side-quests dotted around the fields and villages of rural Japan that you can complete, not to mention dead trees and areas of tainted land that you'll need to restore with the Celestial Brush. You can buy stuff too, including new fighting moves from a crotchety old dojo master, one of which lets you drop 'dog eggs' that explode when an enemy goes near them.

So, what you'll have gathered now is that *Okami* is quite brilliant, with substance enough to live up to its stunning visuals. High concept gaming, you say? Nah, mate. Just *good* gaming.

Andy Kelly

Mother nature **Never before has a game world felt so alive. There are so many tiny details, animations and spot effects that it shames the rigid worlds of most games.**

Fave Feature



PSM3 Verdict

***Okami* contains...**
A wolf with a paintbrush | Sheer beauty
Hours and hours of play | Brilliance

Overall Restore nature, battle enemies or explore countryside... *Okami* is the most beautiful game on PS2.

95

PS2

Pub Ubisoft | **Dev** 4J Studios
Price £30 | **Release** Out Now
Multi-player 1-2

ON THE DISC
More on this tripe on the disc next month
PS2/Reviews

Another dimension Attractive at fist glance, the 2D gameplay is too simple to retain interest.

Way off target Using the right analogue stick to aim can be fiddly and frustrating.

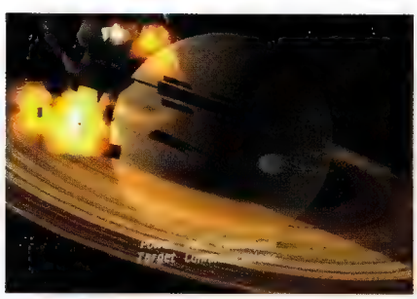
Balance of power Your ship's power can be shifted between shields, weapons and sensors.

Star Trek: Encounters

We've encountered some crap in our time, but this is pushing it...

The idea of *Encounters* is a good one – assume command of the key ships from each of the major Star Trek series and battle through episodes based around their storylines and bad guys. It's a shame, then, that the implementation of this idea is deeply flawed, to the extent that it's difficult to find a playable game lurking behind the shambolic controls and hideous presentation.

The problems start with *Encounters*' design basics. Despite being set in infinite space, the game fails to create a true 3D environment and instead the starships are manoeuvred around a flat plane of movement, with the left analogue stick, in the style of an archaic arcade shooter. Making matters worse is the addition of a half-cocked and awful-to-control height system. Basically, aside from the default level of your craft, you can move to higher and lower altitudes by pressing L1 and L2. Flying between these heights is not an option – just the extremes of top, middle and bottom – and the corresponding button must be held down to stay in your higher or lower position. Given the fixed camera, this makes it difficult to judge the height of your ship relative to other objects, despite the messy altitude gauges hanging from everything around you. Consequently the game is massively frustrating to control, with simple manoeuvring becoming a painstaking, fury-inducing trial.

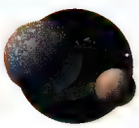


Hollow victory Combat is far too easy, hence winning brings little satisfaction. Sigh.

Grief encounters

Also, to allow for impossibly nimble controls, the enormous scale of the Federation vessels is conveniently forgotten. This could be forgiven in the interests of combat-focused, action-heavy gameplay, except that nothing of the sort is on offer. All too many of the missions have dull track-and-follow objectives, often with aggravating time restrictions. And even when the combat does begin, it's slow and unexciting, with an R2-activated target-lock reducing most battles to a few seconds of holding down the fire button.

So with all the infuriating perspective, counter-intuitive controls and utterly unimaginative mission design there's very little to recommend about this stumbling Trek-mess. Encounters is on sale in the US for $15 (around £7.50). Still too much, but far more representative of the quality on offer than the ambitious asking price over here in Britain. Pah. **Nathan Ditum**



Stick it up Uranus Planets in the game are massively out of proportion and only slightly bigger than meteors. Eh?

PSM3 Verdict

***Star Trek: Encounters* contains...**
Disastrous basic design and perspective
Bland missions | Anger-inducing gameplay

Overall Such a total misfire, it's difficult to see how even the most committed of Trekkers will have any fun.

32

WE'RE THE #1 GAMES MAG FOR EVERY CONSOLE!

EXCLUSIVE!

SONIC and the Secret Rings

We've seen more Sonic on Wii than anyone else!

ONLY £3.49

TOP 50 GAMES OF THE YEAR

Don't buy another game until you've played these!

NEW CONSOLE SPECIAL!

XBOX 360

LOST PLANET REVIEWED! BLUE DRAGON REVEALED!

PS3

MOTORSTORM REVIEWED! The game that WILL make you buy PlayStation 3!

Wii

POKÉMON + WARIOWARE
REVIEWED first and best inside!

ZELDA
Find every secret with this mag!

ON SALE NOW!

Pub Activision | **Dev** Raven
Price $60 | **Release** Out now (US)
Multi-player 1-4 online

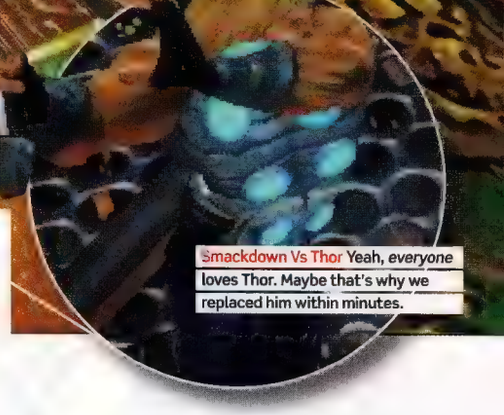
ON THE DISC
We'll review *Marvel Ultimate Alliance* on DVD next month!

Down to basics Fly the camera in low and close and the game can look as good as this. Problem is with so much biffage happening it's impossible to actually play from this viewpoint.

Marvel: Ultimate Alliance

IMPORT

The superhero game gets some super-console power



Smackdown Vs Thor Yeah, *everyone* loves Thor. Maybe that's why we replaced him within minutes.

KNOW IT NOW

A vast stable of superb superheroes? ☑
Great online co-operative mode? ☑
Almost limitless power-up options? ☑
True next-gen PS3-quality graphics? ☒

Top-down scrolling, role-playing beat-'em-ups need two things. Firstly, they need a really interesting floor (because that's what you're looking at most of the time) and secondly, they need to be populated by well designed, likeable characters (because hitting someone with 'Ted' and his 'rod of hitting +10' can get mighty boring after a while). Fortunately Marvel deliver in both vital departments and the game that you had down as filler fodder turns out to pack quite a punch.

Yes, it's a scrolling fighter with levelling-up RPG elements, but while *Justice League Heroes* had all the gravitas of a fancy dress party gone wrong, *Marvel Ultimate Alliance* gives the mighty Marvel brand all the steely polish you could wish for. For a start it's *packed* with heroes. The default team of Spider-Man, Thor, Wolverine and Captain America would be enough, but a switchable roster gives you access to a metal waiting room groaning Marvel's finest patiently waiting to stretch spandex. The Thing, Colossus, Blade and the Silver Surfer are on tap among others. Want Ms Marvel? Go ahead, knock yourself out.

Slip into something comfy

Anyone familiar with Activision's *X-Men Legends* games on PS2 or PSP will feel right at home here – so much so that they'll probably find their Wolverine slippers warming by the fire. Slip on your Spider-Man pants and you'll be peering down godlike (*Baldur's Gate/X-Men Legends*-style) on the fracas below. Rooms have walls but no ceilings, bad guys wait patiently to get beaten to crap (rather than rushing you simultaneously) and save points helpfully glow like nuclear waste.

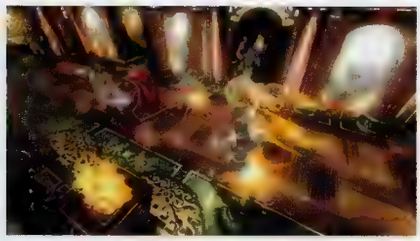
So you know how its going to look within a few minutes and you know how its going to play in the same brief flash too. PS3 just doesn't get much chance to show off here (despite the barmy backdrop and killer characters). In order for the game to work, the camera stays loftily detached. There is a limited amount of control on the right stick (allowing you to get a slightly more impressive view of the stars), but close in you just can't see enough to effectively clear a room and find the door marked 'next'. It's surprising, therefore, that you

Marvel: Ultimate Alliance

"It's surprising how quickly the game finds its graphical and gameplay groove"

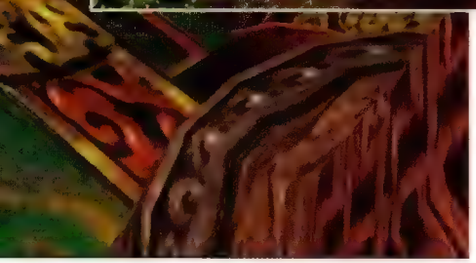
Thwip lash Spidey's ability to swing from scenery sounds good, but is actually a bit rubbish.

Shoulder charge Holding shoulder buttons gives you more powerful modifiers on your standard attacks.



Flawed A lot of the game is spent looking at the floor and the backs of heads. Come on PS3, you can do better.

Group hug The AI on your buddies is pretty good but most fights descend into a big mess of men in suits.



can frequently sense the superhero hardware struggling to spin the dolls-house scenery and characters. It looks nice, but so nice PS3 can't handle it? No way, bud.

The variety of attacks (and the boundless options to power them up) is commendable, but it's too easy to bash away with your favourite character and favourite moves rather than exploring the sizey options available. Letting the game perform the levelling-up automatically for you becomes mighty tempting so that – inevitably – one of your crew that you secretly loath will be left under-powered.

It's all about clearing rooms, moving forwards, and being rewarded. If you're knocked back from one area then its straight back to the bashing for another crack. Subtle, this isn't. But fun? Oh, yes.

Lots of character

Fun, that is, if you're one of two people. You either love Marvel or you love *Baldur's Gate/ X-Men Legends*. And if you're both of these people (?) then you're onto a fat winner. The rest of us will admire some flashy spot effects, comment on the juddery frame-rate then totally forget that we're looking at a next-gen game. Sure the tilt function is 'neat' – shaking the pad in strategic (aka obvious) places in boss battles and you can break free from holds – but it's surprising how quickly the game finds its graphical and gameplay groove and settles into it.

The character development options and online play are where the game gets to break a mould, but you'll never quite forgive *Ultimate Alliance* for letting the sheer power of PlayStation 3 slip through its Spidey-suited fingers. **Daniel Griffiths**

Online crime fighter

Play with three of your mates in an online co-operative game. Just don't fall out over who gets to be Wolverine, OK?

Fave Feature

PSM3 Verdict

***Marvel: Ultimate Alliance* contains...**

A massive cast of characters | Great story
Limitless power-ups | Duff frame-rate

Overall Great fun – and pretty much essential if you're a Marvel fan – but never truly 'super'.

78

Pub Ubisoft | **Dev** Ubisoft
Price £35 | **Release** Out now
Multi-player 1-2 (via WiFi)

ON THE DISC
More *Brothers In Arms* on the disc soon
PSP/Reviews

Five Fs Fix, Fire, Flank, Finish and, er, F***, are the five Fs that powers *BIA: D-Day*. There's language here that your mum would *hate*.

Colonel Coward Everyone hates Nazis, so introduce your 'brothers' to Operation Human Shield.

Brothers In Arms: D-Day

It's D-Day for another mediocre army game

Veterans of the series will find this instantly familiar. *D-Day* is a Brothers In Arms greatest hits, an amalgamation of levels from *Earned In Blood* and *The Road To Hill 30*, with the odd new mission, a tweaked story and a load more checkpoints.

Unfortunately, the result is an uncomfortable fit. The remapping of the controls makes this a clumsy business. The lock-on feature is inaccurate, and when you hit ◎ to look down below you, your sight's aiming is inflexible and unresponsive. Now that's irritating. But *Brothers In Arms* isn't about going Rambo, it's about thinking tactically and using the traditional four F's – and if you didn't know by now, that's Find, Fix, Flank and Finish.

By hitting SELECT you can bring up the combat map. This shows you your objectives and your position, and generally works quite well. Then it's a case of moving your men behind cover to provide suppression fire while you nip around the side to finish the enemy off, or provide the covering fire yourself and leave your 'brothers' to do all the dirty work.

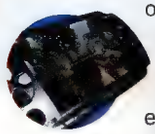
Cursor crisis

When this works, it provides the sort of satisfaction that exposes *Medal of Honour: Heroes* as the shallow experience that it is. Unfortunately, it doesn't work often enough. Ordering your men about is done by positioning a cursor which, thanks to the controls, is a far less intuitive prospect than in its sister PS2 titles. All too often it lacks the precision you want, obstinately ignoring you and undermining your ability take advantage of the cover-flooded battlefields. Given that this is, y'know, *the point of the game*, it's an infuriating and absurd oversight.

Then, should the cursor decide that you *can* find the position you want, you'll then have to endure the AI lottery. Sometimes those under your command simply won't obey orders and stay put until you choose an area they fancy. Occasionally, they'll get stuck in one position and you'll have to restart the entire chapter or complete the entire section on your own. And if you're in control of a tank, it will often take an absurd route of its own choosing to a waypoint, leaving you totally exposed and your battle plans in tatters. In a game where executing on-the-fly tactical decisions is vital, to be this buggy is unforgivable.

Sight line Accuracy is only really approached when you're using your rifle's sights. And even then it can be a bit dodgy.

Brothers in Wi-Fi



Sidestep the AI by playing co-operatively over Wi-Fi with a mate in four skirmish modes, including doing an entire campaign together.

It's a shame, because we still enjoyed playing when it all came together, or when the squad aspect wasn't so important, like during the counter-attack at Carentan. Sniping Nazis from a Bell Tower as they flooded the streets below, before dishing out some bazooka action to a bunch of angry Panzers is pretty ace. It's here that the skirmish levels, perfectly designed for portable replayability seem inviting.

But it's unlikely you'll replay this. Let down by dodgy controls and dodgy AI, it's a bit like hearing Live Forever played through a Kazoo, or the Mona Lisa recreated with Fuzzy Felt – an entirely, irreparably flawed version of a classic. **Pete Webber**

PSM3 Verdict

***Brothers In Arms* contains...**
Industrial strength swearing | Dodgy controls and AI | Nazis, bazookas and tanks

Overall *BIA* hasn't made a good transition to PSP. Dodgy controls and poor AI ruin what should have been a belter.

59

Glamour Girls

Want to watch countless hours of the highest quality videos featuring your favourite Pornstars? We feature the most astonishing movies with the Hottest Women in the World!

Join the Glamour Club for only £1.50/day. You receive two feature length videos or two high resolution images direct to your phone. That's only 75p each!

WOW! CHECK OUT JENNA JAMESONS BRAND NEW VIDEO NOW!

TEXT the pornstars name followed by **xpic** for pictures or **xvid** for videos
ie. for Briana Banks videos text brianaxvid to 82022

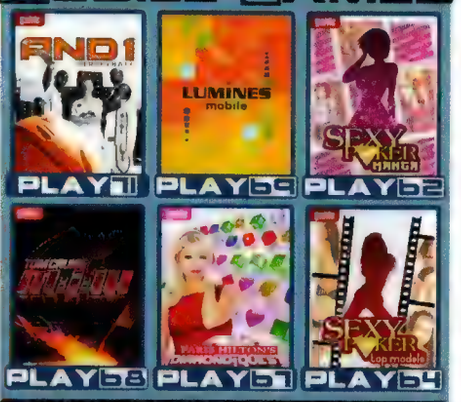
UK GIRLS GONE WILD

THEY'RE SWEET, THEY'RE YOUNG AND THEY HAVE NEVER BEEN ON CAMERA BEFORE - UNTIL NOW! FIND OUT WHAT HAPPENS BEHIND CLOSED DOORS AT OUR COLLEGES AND UNIVERSITIES.

JOIN TODAY AND RECEIVE OUR DAILY VIDEO UPDATES, WE SHOW YOU THE CLIPS THAT ARE TOO HOT FOR TV & DVD. EXCLUSIVE FOOTAGE NOT AVAILABLE ANYWHERE ELSE!

JOIN FOR £1.50/DAY. YOU RECEIVE ONE PICTURE OR VIDEO DAILY. FOR VIDEOS TXT WILD1 TO 82022 FOR PICTURES TXT WILD2 TO 82022

MOBILE GAMES



TEXT THE GAME CODE TO 82022
EG. FOR SEXY POKER MANGA TXT PLAY62 TO 82022
£4.50 each

UK INDIAN GIRLS

Wow we can bet you have never seen anything like this before. Real UK Indian Babes want to show you what you've never seen before.

Join the Indian Babe club for only £1.50/day and receive totally original Indian content from real uk asian babes.

RED HOT!

For pictures txt INDIAN2 to 89370
For videos txt INDIAN3 to 89370

Mobile Strippers

High class striptease For Gentlemen

Join the Gentlemen's Club for only £1.50/day and receive high quality dance animations and videos.

For videos txt Strip22 to 82022
For animations Strip23 to 82022

HENTAI BABES

WE OFFER THE MOST COMPLETE AND HIGHEST QUALITY HENTAI CONTENT IN THE UK!

JOIN THE HENTAI CLUB FOR ONLY £1.50 A DAY AND RECEIVE DAILY VIDEOS OR ANIMATIONS SENT DIRECTLY TO YOUR PHONE.

£1.50 EACH

For videos txt hentai22 to 89370
For animations txt hentai23 to 89370

Sexy Babe Home Videos

Huge collection of home mobile videos
Download them NOW to see what the girls get up to...

REAL AMATUER MOBILE VIDEO ACTION

Join the Home Video Club for only £1.50/day and receive daily videos direct to your phone.
Text homevid to 82022 NOW

Ireland customers please text to 57887.
Costs 2 EURO/day

Age Verification info - Some phones may not be able to receive adult content. This is because your network provider has blocked your phone receiving hardcore adult content. To remove the content lock just follow the simple instructions that we send you. You will need to call your network and go through an automated process of getting age verified. You do NOT have to speak with anyone in person!

You must be 18 years old or over to use these services. By selecting any item you are agreeing to download and view that item. You will be billed the amount shown via reverse SMS. All phones must be colour and WAP enabled. Standard GPRS or GMS data transfer costs apply. No liability is accepted for any delay omissions or damage or loss of data incurred by any party. Glamour Girls is a subscription service costing £1.50/day until you send stop to 82022. You receive 2 videos or pics daily. The UK Girls gone Wild is a subscription costing £1.50/day until you send stop to 82022. You receive 1 video or pic daily. The Indian Girls service is a subscription service costing £1.50/day until you send stop to 89370. You receive 1 video or pic daily. The Mobile Striptease service is a subscription service costing £1.50/day until you send stop to 82022. You receive 1 video or animation daily. The Hentai Babes service is a subscription service costing £1.50/day until you send stop to 89370. You receive 1 video or animation daily. The Home Videos service is a subscription service costing £1.50/day until you send stop to 82022. You receive 1 video daily. Games provider Gameloft Ltd.Ireland customers please replace each £1.50 chrage with a 2 euro charge ie Mobile Striptease costs 2 euros/day All rights reserved. We may send you marketing messages on some occasions. If you do not wish to receive these messages please send us an email. For customer support please email customerservices@urmob.com or call our helpline on 08708554194

Pub Namco Bandai | **Dev** Namco Bandai
Price ¥5,912 | **Release** Out now (Japan)
Multi-player 1-2

ON THE DISC
Gundam on a disc near you sometime soon. PS3.dsvc

Cannon and bawl Although the armoury looks impressive when strapped to your robot, it doesn't pack the punch that it should.

Mobile Suit Gundam: Target In Sight

IMPORT

You fork out hundreds for a PS3 and you get *this*?

Games with giant robots packing rocket launchers and gun turrets should be fun. But *Gundam* certainly bloody isn't. In fact, this rusty mech-warrior title should be sent to the great scrapyard in the sky for crimes against gaming. It's frikkin' *dreadful*.

Marching about the vast worlds in a fully tooled-up war machine feels clunkier than trying to run in lead boots. You might want to call this realism – these robots weigh a ton, after all – but the sloppy frame-rate really grates. Battles take place in sparse environments and the entire game is tedious: look for target on radar, pimp-strut over to find it (like a gigantic robotic Huggy Bear), hit it with some rockets then move onto the next one. Bor-ing.

Sword it out As well as packing this nifty lightsaber weapon you can also form a team to battle with you.

Too bot to handle

Gundam isn't helped by the fact that it's harder than a granite ninja. If you find yourself ambushed by two or more enemy bots, it's almost impossible to survive. Instead of tearing the wires out of your opponents, you'll find yourself scampering – sorry hobbling – out of trouble. Even one-on-one tussles are awkward due to the camera refusing to follow the action at key moments.

Not that you'll be fussed about missing these low-rent fights anyway. There aren't the deafening crunches that you'd expect from a metal on metal dust-up – just some dull 'bosh' sounds.

What bot to wear

You can edit your robot with different paint-jobs, parts and weapons. Not that you'll care.

And it looks awful, too. OK, there are some nice textures on the robots, but *Gundam* isn't the banquet for the eyes PS3 games should be. And unless you've got a keen grasp of Japanese, you're going to find the menus a chore to navigate.

There honestly isn't a single redeeming feature about this – even the most ardent fan of robots would be hard-pressed to find something to get excited about. Wonky controls, flat environments and a distinct lack of the 'wow' factor... this really is one of the worst games we've played for ages. *Target In Shite*, more like. **Nathan Irvine**

PSM3 Verdict

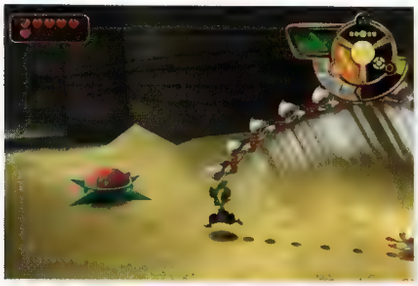
***Gundam: Target In Sight* contains...**
Jerky robots | Jerky lightsabers | Jerky jet packs | Jerky frame-rate | Jerky jerkiness

Overall We've not played anything this shoddy in ages. A disgrace on pretty much every level.

28

Pub Take-Two | **Dev** Tecmo
Price £20 | **Release** Out Now
Multi-player None

ON THE DISC
We'll review *Tokobot* on the disc next time



Tok of the town Here you are with a giant chain of 'bots. Use these as a ladder, or thwack enemies about the head.

The big boss This is one big bad guy. How are you to combine your bots to defeat him?

What's the joint? There are loads of baddies, so you'll need to employ expert 'jointing' skills to beat them.

Tokobot Plus: Mysteries Of The Karakuri

But does anyone *want* PS2 versions of PSP games?

Originally a PSP game (and it shows), *Tokobot Plus: Mysteries Of The Karakuri* is a platform-puzzler that hints at much, yet falls apart rather disappointingly at closer inspection. You play a young boy named Bolt (parents can be cruel), training to become a Treasure Master (there's a lot of treasure to be picked up), while your cutesy robot companions – the Tokobots – follow Bolt around the (dull) levels as he searches for clues about an ancient civilisation, the Karakuri. These little chaps can be 'jointed' – as the game refers to it – together to form various different shapes with which to solve puzzles.

For instance, a tap of ◎ forms up the Tokobots behind Bolt. Holding L1 joints them together, and then tapping ◎ again makes Bolt use the bots as a ladder or a weapon, depending on the situation, allowing them to clamber about the landscape, open paths for Bolt to follow, and take out any baddies that might be doing the rounds. You can even turn them into a propeller so you can fly, or a tank if you want to be extra-violent.

Bigger is better Some of the enemies are satisfyingly supersized and PS2 gives them room to breathe.

Karakuri hara-kiri

This is both the game's best feature and its crux. It's a bit fiddly to master, mind you, but it can also be really rather good fun, too. It's just a shame that such an inventive concept is ruined by a shoddy camera that can't be inverted, bland environments, overly simple puzzles and terrible sound – at worst it's a revisit to early Mega Drive days. Oh, and the training sequence, which mainly consists of some animated characters popping up on screen and chatting to you, is interminably long and beyond tedious. Kind of like the game, then, no matter how many secret areas there are to explore.

Trap star Goodies can be gained in the Treasure sections – watch out for hidden traps, though.

On PSP, *Tokobot* kind of worked. The PlayStation 2 version, however – despite a mildly improved control interface and slightly sparklier graphics – all feels a bit half-arsed in execution. A missed opportunity, all in all. **Martin Saint**

PSM3 Verdict

***Tokobot Plus* contains...**
An original and fun idea | Bland level design
A wonky camera | Godawful sound

Overall A decent idea marred by poor execution. The next game will be better. Until then, avoid this.

53

Rebellion/Neversoft | PSP | Out now

Gun: Showdown

Look, just *stop* with PS2 ports already

Gun, the wild west shooter, was warmly received when it was released, scoring 88% in PSM69. Sadly, our welcome for *Showdown* has to be much cooler, because if there was ever a game that encapsulated PSP's problems, then this is it.

Gun and broke it

Showdown handles all the cosmetic stuff without even breaking into a canter. The graphics are sharp, animations smooth and cut-scenes as gritty as the original. It simply glitters on PSP's sumptuous screen. Trouble is, when the action starts it becomes a glitchy, fiddly frustration. Due to the lack of a second analogue stick, the aiming is transferred to the action buttons – which works, but is nowhere near being satisfactory. Then once horse riding, reloading and refuelling are added into the equation, *Gun* becomes more headache than joy.

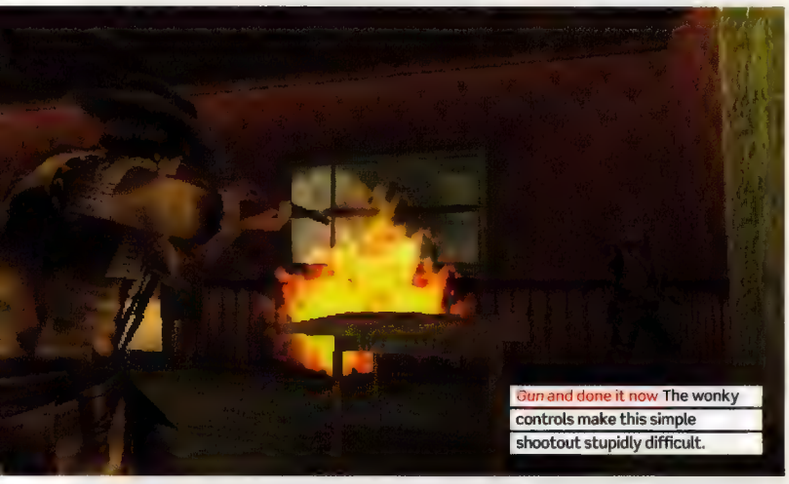
Then there's the question of who this is supposed to appeal to, as, with only five new missions and a few ad-hoc multi-player options, there not enough to justify fans of the original splashing out on it, while those new to the game are only getting a severely compromised Western experience.

While it would be unfair to brand it a complete disaster, it's hard to recommend something that is so uncomfy on the format and is a pale shadow of the rootin' tootin' original in consequence. It's games like this that hold PSP back, unfortunately. **Dave Harrison**

PSM3 Verdict

A port of much style, but little substance.

63



Gun and done it now The wonky controls make this simple shootout stupidly difficult.

Konami | PS2 | Out now

Xiaolin Showdown

Two showdowns, one page, neither good

Right, so we have to collect the Ying Yang Yo Yo to get to Ying Yang Land. Check. Then, once we're in Ying Yang Land, we have to gather Yung Yu in order to get the Yung Yo. Riiight... Based on the popular Cartoon Network show, *Showdown* sees you controlling one of four mini-monks, who are tasked with beating seven shades of sushi out of a multitude of robots. And, hey, if you manage to collect some Chan Ging chopsticks along the way, all the better. Basically this is a hugely simplified, pointless and weird version of *Power Stone*. So get that instead. **Dave Meikleham**

38

Koei | PSP | Out now

Dynasty Warriors Volume 2

Dynasty Warriors? Wake us up in a bit, ta

Koei have taken a bigger-better-more approach to this sequel, cramming in 300 generals to unlock and a new eight-creature stable. Trouble is, this is a game that looks better on the stat sheet than it does on the screen, as *Volume 2* is a(nother) very tired *Dynasty Warriors* effort. Low on strategy, devoid of inspiraton, it's the same hack 'n' slashing that got more tired than man in full samurai battledress doing a marathon.

There is a new four-player Battle Royal mode, but that descends into a contest of button mashing. And could you find four people who want to play *Dynasty Warriors* anyway? Come on, guys. Must do better. **Dave Harrison**

52

EA | PSP | Out now

Madden NFL 07

If people *must* do PS2 ports, this is how to

Two significant changes have been made to the handheld *Madden* from last year's game. Firstly, when on offence you can now take control of the lead blocker and open up holes in the opponent's defence before switching to the running back to make use of them. It's not foolproof and will probably only be a concern for expert players, but it's an interesting idea. The other change is perhaps more significant – the loading times are far snappier.

While Grid Iron might be a mystery to many, *Madden*'s hugely entertaining mini-training games are a perfect way to ease your way into the world of helmets and Tight Ends, making it a good addition to your PSP library. **Daniel Griffiths**

80

Ubisoft | PS2 | Out now

Delta Force: Team Sabre

A ho-hum squad shooter. End of story

Just once we'd like to see a squad shooter with a bit of colour. Soldiers in rainbow suspenders, terrorists sporting bright turquoise tops. It wouldn't be particularly stealthy, but at least it would catch the eye. While *Team Sabre* suffers from the same muted palette that many other games of this type are blighted with, at least *Sabre* is cheap. For 15 notes you get a perfectly reasonable shooter, with a streamlined command system that actually works well. Although we'd still recommend getting a cheap copy of one of the various *Conflict* games instead. **Andy Kelly**

58

PSM3 Recommends

The best games from the last few months

Final Fantasy XII
Square Enix | PS2
"An outstanding RPG. It's unmistakedly *Final Fantasy*, but it feels as fresh as any adventure on PS2. Ripples with magic and a sense of exploration. Great."
PSM3 Rating 94%

Guitar Hero 2
Red Octane | PS2
"Addresses every criticism and packs in a load of new stuff. A masterclass in sequel-making, *Guitar Hero 2* is absolutely brilliant. Go and buy it."
PSM3 Rating 92%

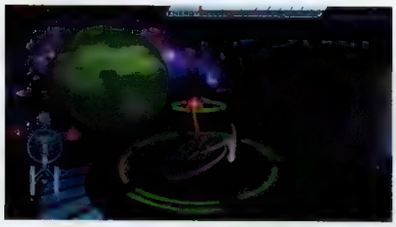
Lumines 2
Buena Vista | PSP
"*Lumines* remains one of PSP's best games. Simple and hugely addictive, games like this are what your PSP was made for. Hypnotic – you'll play for ages."
PSM3 Rating 92%

Crazy Chicken X
"Chicken-based platformer ideal for the teenage demographic"

Ubisoft | PSP | Out now

Star Trek: Tactical Assault

More oddity than odyssey



Star Trek: Tactical Assault puts you in charge of a Federation ship, spreading the values of mankind to unsuspecting aliens like some sort of UN ambassador.

The action isn't the fast-paced blasting you usually find in space games. Instead you engage rivals by circling round them, the idea being to combine phaser attacks with torpedoes to break down a specific part of the rival's shields. Then you can inflict damage to the hull. Yep, the true values of mankind...

This requires a lot patience and strategical thinking, which makes you feel like the all-powerful King of Space when it all works, but makes the game creak like William Shatner picking up his post when it doesn't.

As with any Star Trek game, half the appeal is the the 'Federation trimmings', so if the offical Red Alert 'whoop-whoop' noise fails to strike a chord, then you'll enjoy this as about much as *Star Trek: Testicle Assault*. Which – unfortunately – doesn't exist. Yet. **Daniel Griffiths**

58

Koch | PS2 | Out now

Crazy Frog Racer 2

Ding ding – it's round two

The remarkable thing about *Crazy Frog Racer 2* is that its existence assumes that those who bought the original *want more*. And there's plenty more here – more tracks, more characters, more minigames and more 'dings' than is healthy. It's the same basic action, though, with the Frog skimming his testicles around some very tame tracks while firing 'comedy' weapons at rivals.

While it would be easy to dismiss this game as being completely worthless we've played much, much worse. We must also applaud the makers of the game who have acted very responsibly by placing the following warning on the the box: 'Includes Crazy Frog music and Axel F & Popcorn videos'. Very thoughtful. PSM3, of course, does not condone the use of novelty ringtones, nor do we condone the use of frogs with testicles, so we suggest you avoid this and shop anybody who buys it to the authorities for being a dickhead. Thanks. **Andy Kelly**

48

PSM3 Awards

The highlights (and lowlights) of this month's reviews

The award for best painting game starring a dog goes to... Brothers In Ar... sorry, no... Okami. It's an absolutely beautiful, brilliant game, but even if it wasn't we'd like it, as it stars a canine Rolf Harris. Can you tell what it is yet, etc.
PSM3
Dog gone Amaterasu used to be a sun goddess. Just wanted to point that out in case you didn't think Okami was weird enough.

The PS3's so versatile! award goes to...

Gundam: Target In Sight
Yep, not only can PS3 do great games like *MotorStorm*, it's equally adept at doing crap like this. Well done, PS3!

The break my hands award goes to...

Rayman Raving Rabbids
Sorry, you have to hold the controller *how*? Put your fingers *where*? *What*? Jesus, this *really* hurts. Call the doctor, *quick*.

Hi-Score Table

☐	Okami	p68 95%
☐	Metal Gear: Portable Ops	p60 83%
☐	Madden 07 PSP	p78 80%
☐	Marvel Ultimate Alliance	p72 78%
☐	Fight Night Round 3	p56 78%
☐	Gun: Showdown	p78 63%
☐	Rayman Raving Rabbids	p66 60%
☐	Brothers In Arms: D-Day	p74 59%
☐	Star Trek: Tactical Assault	p79 58%
☐	Delta Force: Team Sabre	p78 58%
☐	Tokobot Plus	p85 53%
☐	Dynasty Warriors Vol 2	p78 52%
☐	Crazy Frog Racer 2	p79 48%
☐	Xiaolin Showdown	p78 38%

Buyer Beware! The games they're afraid to send us

Football Generation Midas
"*Football Generation* has got it all!" We'll be the judge of that. Where's our copy? In Morrisons' bargain bin like all the others, we suspect.

Crazy Chicken X Play It
Clearly that 'X' marks this out as 'urban' and 'edgy', making this chicken-based platformer ideal for the 'teenage demographic'. Hmm.

Kameleon 505 Game Street
"We know nothing about this, but it looks like a rubbish Bust-A-Move-style puzzler. With breasty cartoon ladies. Hmm. Maybe we're being too hasty here.

Tomb Raider

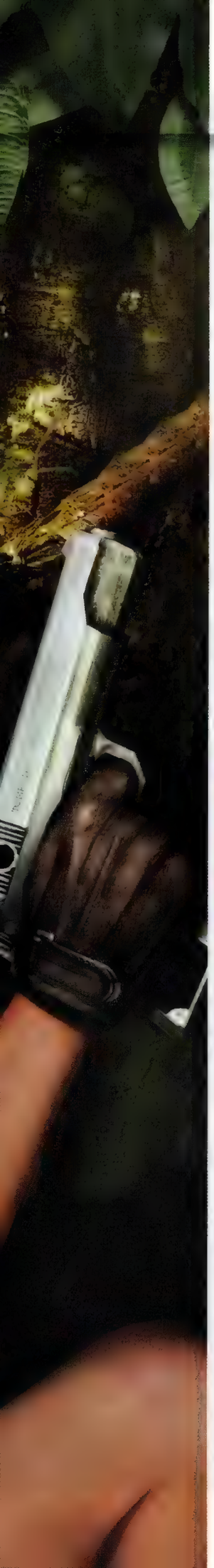
PS2

Pub Eidos | **Dev** Eidos
Players 1 | **Genre** Action
The original *Raider* recreated

ON THE DISC
We'll get this on a disc for you ASAP

"Graphically amazing, and hugely nostalgic"

That's a raptor The raptors are even more infuriating – they're incredibly hard to kill right now.



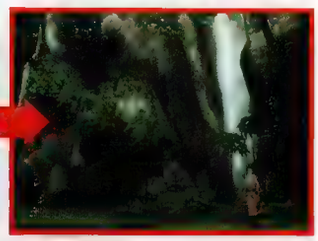
DINO MIGHT!

Lara Croft turns back the clock for *Tomb Raider: Anniversary*

Back to basics Oh, the nostalgia. It's the same exact opening as the original.

Va va tomb Time to get down to some serious old-school tomb raiding, then.

Little buggers Ah, here at the cute – but vicious – little baby dinosaurs.



Let's talk about Rex But the full-size T-Rex is about to make its entrance. Uh-oh.

The camera pans over a large room dominated by wooden machinery, powered by a gigantic waterfall. Accompanied by ethereal music, it's hard not to stare. Graphically, this is amazing – but it's also incredibly nostalgic. This is Peru from Lara Croft's first, infamous adventure, recreated for a new generation of gamers. Welcome to *Tomb Raider: Anniversary*.

We're impressed. Running on PS2, but with all the polish of *Legend*, is the original (and best) *Tomb Raider* game. *Tomb Raider 1*, the pride of PSone. More precisely we're looking at the legendary waterfall level in Peru. And that means one thing: the T-Rex. Dax explains how the game has changed. We just want him to bust out the dinosaur...

The level itself is absolutely massive, filled with ancient architecture, dilapidated ruins and ancient – but surprisingly sophisticated – machinery. Those Incas just love their mechanical puzzles... The choice of ways to get from one end of a level to the other is vast and there are wild animals to shoot, puzzles to solve and – a real first for *Tomb Raider 1* – some blue sky. Yup, the first game was entirely underground.

Water way to go

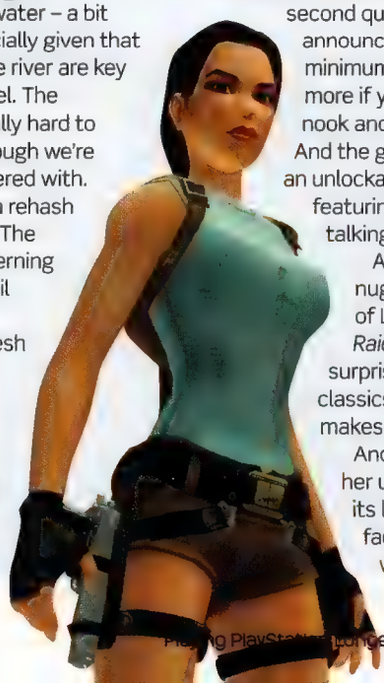
So, sky – good, but water – a bit disappointing, especially given that the waterfall and the river are key to this particular level. The enemies are also really hard to beat right now, although we're sure this will be tinkered with.

But this isn't just a rehash of the 1996 original. The basic storyline concerning the Scion and the evil Natla remain, but everything else is fresh like daisies. There's new moves, for instance. We adore Lara's 'perch', which sees her hot-footing it over poles or areas too small to land normally. Her balance looks precarious but we're assured she won't fall; it gives us a taste of danger and we like it.

When do we get to play? While no precise release date, other than the second quarter of 2007, has been announced, we do know there's a minimum of 15 hours of play – and more if you want to explore every nook and cranny of the vast, levels. And the game itself will also include an unlockable director's commentary featuring Lara's creator, Toby Gard, talking you through the action.

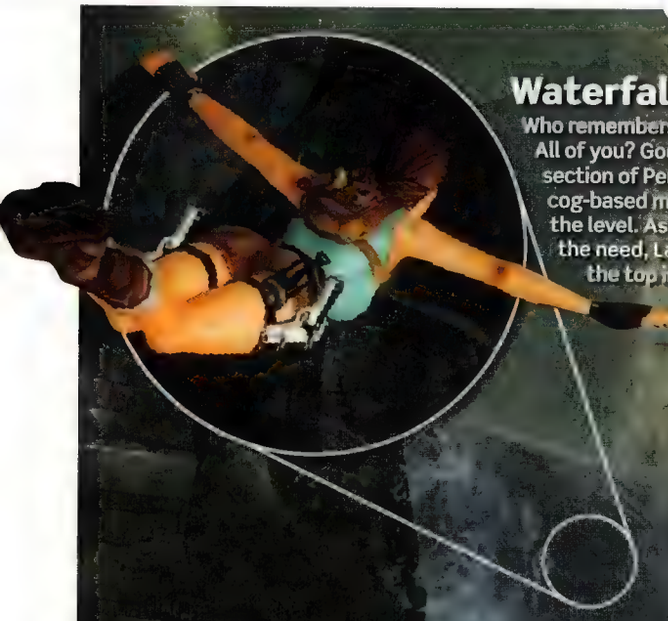
Arriving early did yield one nugget – we caught a glimpse of Lara swimming in her *Tomb Raider 2* wetsuit, so don't be surprised if the option to don classics from Lara's wardrobe makes it to the final game.

And the T-Rex? They're keeping her under wraps for now. We saw its leg, but the look on Lara's face was said it all. We can't wait to see more. Bring it on.



Tomb Raider

PS2



Waterfall

Who remembers this massive waterfall? All of you? Good. It dominates this section of Peru and drives the primitive cog-based machinery at the heart of the level. As before, should you feel the need, Lara can swan-dive from the top into the pool below, and it looks amazing.

Bats

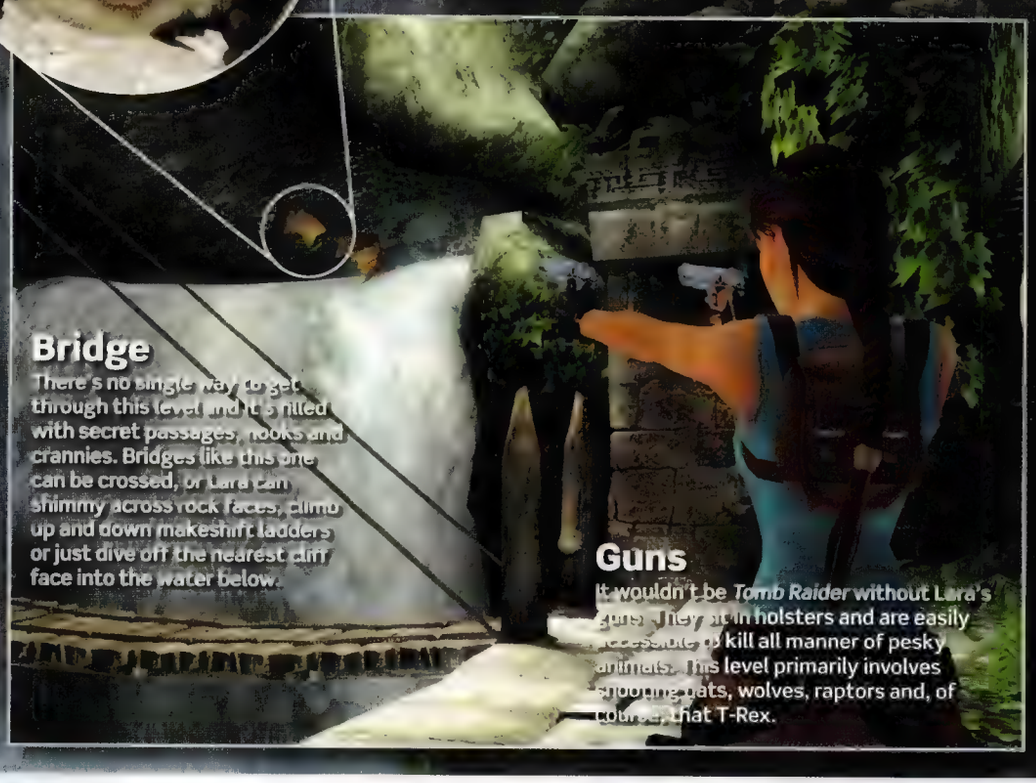
These accursed flying rodents are back to plague Ms Croft. The bats we saw took around fifteen shots to kill(!) but Eidos have promised the final game will have swarms of the little buggers, each of which will die with single shot.

Lara's Looks

While the game uses graphics last seen in *Tomb Raider: Legend*, Eidos have made a point of turning back the clock, making Lady Croft look younger. She's now in her early twenties, complete with the rosy blush of youth on her cheeks.

Dangling

Lara spends much of her time dangling off ledges. All the lovely moves and mechanics from *Legend* have returned: she can shimmy and even do a handstand while climbing onto ledges. Lady Croft also has a new balancing trick called 'the perch', which allows her to hop from post to post without falling off.

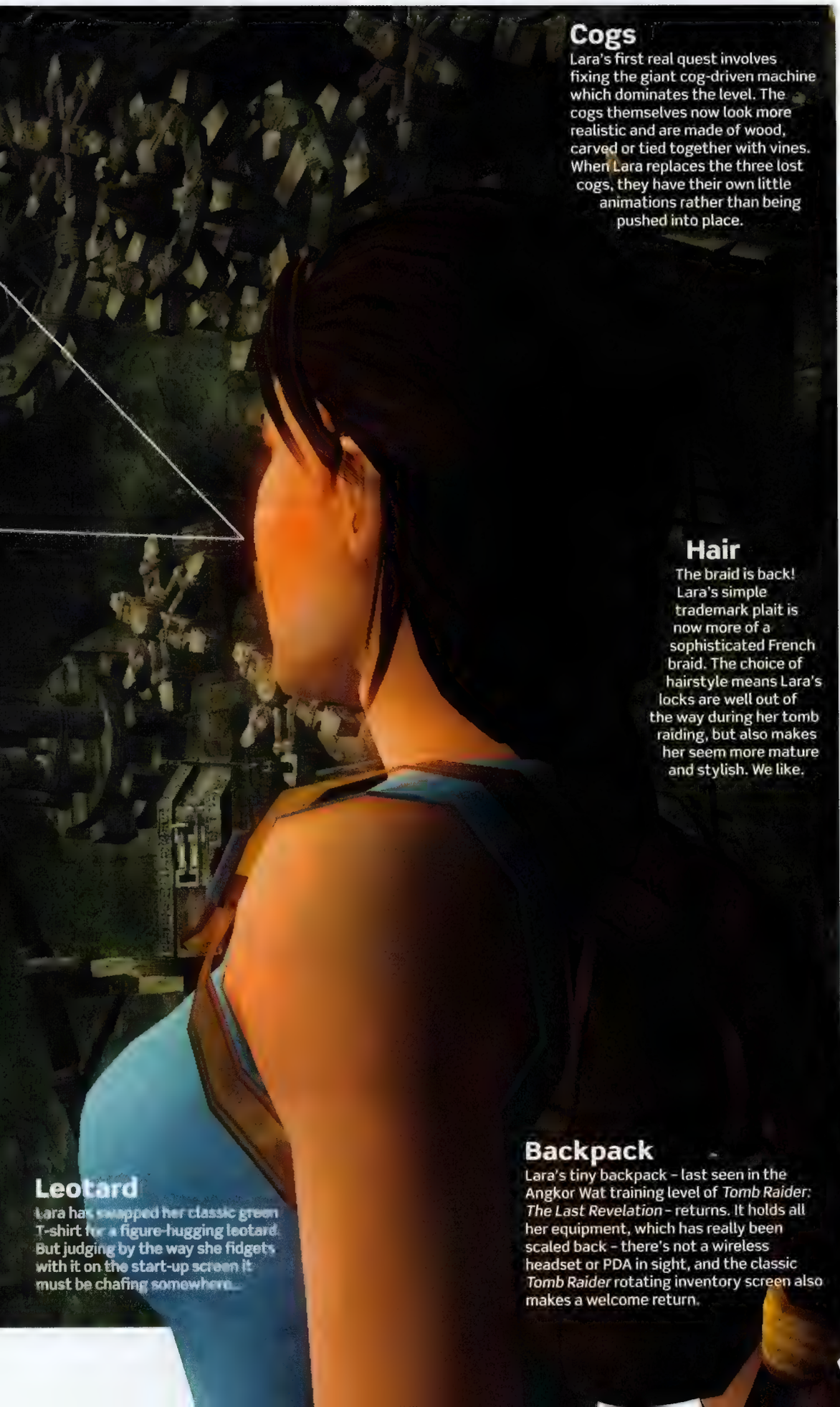


Bridge

There's no single way to get through this level and it's filled with secret passages, nooks and crannies. Bridges like this one can be crossed, or Lara can shimmy across rock faces, climb up and down makeshift ladders or just dive off the nearest cliff face into the water below.

Guns

It wouldn't be *Tomb Raider* without Lara's guns. They're in holsters and are easily accessible to kill all manner of pesky animals. This level primarily involves shooting bats, wolves, raptors and, of course, that T-Rex.



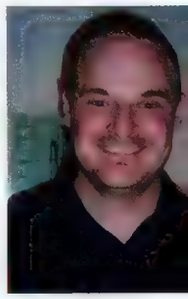
Cogs
Lara's first real quest involves fixing the giant cog-driven machine which dominates the level. The cogs themselves now look more realistic and are made of wood, carved or tied together with vines. When Lara replaces the three lost cogs, they have their own little animations rather than being pushed into place.

Hair
The braid is back! Lara's simple trademark plait is now more of a sophisticated French braid. The choice of hairstyle means Lara's locks are well out of the way during her tomb raiding, but also makes her seem more mature and stylish. We like.

Leotard
Lara has swapped her classic green T-shirt for a figure-hugging leotard. But judging by the way she fidgets with it on the start-up screen it must be chafing somewhere...

Backpack
Lara's tiny backpack – last seen in the Angkor Wat training level of *Tomb Raider: The Last Revelation* – returns. It holds all her equipment, which has really been scaled back – there's not a wireless headset or PDA in sight, and the classic *Tomb Raider* rotating inventory screen also makes a welcome return.

Q&A



Dax Ginn,
Executive Designer

Dax talks about recreating Lara's first chapter

So how much of the game is complete at the moment?
Everything from Peru, Greece and Egypt is in place and what I want to do now is shift the emphasis so that we're working from the back – so that the end is perfect. We want the encounter with Natla to be awesome and true to people's memories, then – if we run out of time – at least we've got those things covered.

So the areas are the same? Peru, Atlantis, St Francis' Folly? We loved that bit...
St. Francis' Folly is awesome, isn't it? We're working on that section of the game at the moment. Much like the T-Rex fight, that's something we have to get right because peoples' memories of it are so grand. If you go back and play it, it's actually not as great as you remember – but we want to be accurate to peoples' memories, not the original game.

Is *Anniversary* going to be more balanced in terms of the types of enemies?
Rather than just have one or two bats, we're going to have swarms of them, and big flocks of wolves and raptors so it's less one-on-one. But the emphasis is very much on Lara versus the creatures and animals rather than Lara versus the humans. I don't think the balance is quite there yet, but the quality of those encounters has definitely gone through the roof.

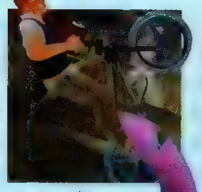
So what about the puzzles? Are they going to be more environmental?
It's similar to the character stuff, we had a really good starting point with the puzzles. We can now do real rigid body physics, we can do water and we can do other things so much better. We've made decisions on including environmental interactions to a greater degree where appropriate. We didn't want to mess with the game so much that we break the essence of it, but we've taken every opportunity we can to improve things wherever we can.

If *Anniversary* is successful, could we see a remake of *Tomb Raider 2*?
It is something which has been raised. I go home and think about which parts of Venice would look really cool, but it's not something we're working on right now... although it's certainly in peoples' minds.

Playing PlayStation Longer Harder Deeper

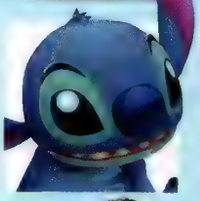
Extended Play

Start



GENIUS

86 10 reasons why *Canis Canem Edit* is top of the class
With hitherto unknown mystery pirate...



EXPLOITS

90 Collect the rarest synthesis items in *Kingdom Hearts 2*
Get all your powers levelled to the max.

SECRETS

92 MGS3's ladder-climbing marathon
Why ten minutes of holding ↑ is prime gaming meat.

SECRETS

93 Gaming's greatest Easter Eggs revealed
Including these hyper-swish *Silent Hill* alternative outfits.

FACE-OFF

94 The Celb All-Stars Vs the World
Mr T and Bono are among the stars of the *PES6* celebrity 11.

ONLINE

98 Entering *Smackdown 2007*'s online ring
And finding it jerkier than an epileptic robot.

CLASSIC

100 Why *San Andreas* is pretty much the best game ever
Revelling in the biggest game of all time.

NATION

102 Come mourn at the air guitar funeral
Guitar Hero 2 has killed off air guitar, apparently. Come weep gently.

PLAYSTATION CELEBRATION

The genesis of... Resident Evil

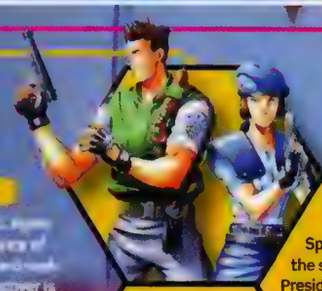
As we await *Resident Evil 5* on PS3, we look back through the series' history, and delve into the stars of the amazing CGI movies, to untangle the most knotty of gaming's timelines. Dig in now...

RESIDENT EVIL 0

James Marcus developed the T-virus by combining the mutagenic Progenitor Virus with leech DNA. He was then brutally murdered by Burking and Wesker on the orders of Ozwell Spencer.

Conclusion?
The mutagenic Progenitor Virus – the mother virus of the T-Virus – was devised by James Marcus, Ozwell Spencer and Edward Ashford. So there.

RESIDENT EVIL



This when it all began, with the S.T.A.R.S. Alpha Team sent to investigate the disappearance of the Bravo team. They come under attack and seek refuge in Spencer Mansion, which they discover is an Umbrella Research facility set up to develop the T-Virus as a biological weapon. Chris Redfield and Jill Valentine save the day, defeating the Tyrant – the ultimate biological weapon – and survive the incident with Barry Burton and Rebecca Chambers. Alpha team leader Albert Wesker turns out to be an Umbrella employee ordered to lead the operatives to their doom in order to collect combat data.

T-Virus was developed at Spencer Mansion under the supervision of Umbrella President Ozwell Spencer. Not much is known about his character, despite his importance to the whole series.

The case of Lisa Trevor only appears in the *Resi* remake (2002). Daughter of Spencer Mansion architect George, she was kidnapped and experimented on by William Burkin and Albert Wesker.

In *Resi: Dead Aim*, Umbrella fires Morpheus D. Duvall accusing him of causing the leak of the T-Virus that led to the Spencer Mansion incident. In revenge, he steals the TG Virus from them.

RESIDENT EVIL 4

Set six years after the events of the Racoon City outbreak, the Umbrella company has seemingly collapsed. Leon Kennedy is now working as an agent for the US government and is sent to find the President's daughter, who has been kidnapped. His search takes him to Spain where he find a whole settlement under the influence of a mind controlling parasite called Las Plagas. This is the work of cult leader Osmund Saddler who Leon manages to defeat with Ada Wong – an agent seemingly working for Albert Wesker.

The T-Veronica virus has similar qualities to the Las Plagas virus in *Resident Evil 4*, as the creatures infected behave in a hive-like manner obeying the orders of a 'queen' or leader without thought.

At the end of *Resident Evil: Gaiden* Leon is seen bleeding green blood, suggesting he has been infected by strain of the T-Virus. However when we see him *Resi 4*, he is alive and well.

RESIDENT EVIL CODE: VERONICA

Claire's search for her brother takes her to Umbrella's European HQ. Unfortunately, she's captured and taken to an Umbrella-run prison island. An outbreak of the T-virus hits the island, so Claire manages to escape along with fellow prisoner Steve Burnside. They escape the attention of the loony Alfred Ashford, the head of the facility, by escaping to an Antarctic base. Claire's brother Chris follows them there, where they defeat Alfred and his mutated twin sister Alexia. Both Claire and Chris survive, but Steve is injected with a new T-Veronica virus and dies.

Alexia works on her grandfather's Progenitor virus, herself and creates the powerful T-Veronica virus, which she tests on her father unsuccessfully – but she fares rather better testing it on herself.

Edward Ashford, Umbrella co-founder also worked on the Progenitor Virus but wanted to use its regenerative powers for the benefit of humanity. Unfortunately he dies – of natural causes, though.

RESIDENT EVIL 3

This begins before *Resi 2*, but finishes after. It follows Jill Valentine escaping Racoon City during the T-Virus outbreak. She encounters the Biohazard Countermeasure Service, Umbrella's private army sent to counter the outbreak, and the Nemesis – a new mutant sent to kill members of S.T.A.R.S. With help of UBCS soldier Carlos Oliveira, Jill defeats the Nemesis and escapes the city before the government levels it with a nuclear strike.

Barry also showed up to rescue Jill Valentine at the end of *Resident Evil 3*, just before the nuclear strikes hits Raccoon City – but he has moved his family to Canada in order to be safe.

The Nemesis parasite extracted from Lisa was spliced by Umbrella's Paris lab with four Tyrants to produce the Nemesis: a bio-weapon capable of carrying out orders and using weapons.

RESIDENT EVIL 2

Key to the Tyrants is Beta Hydroxy Non Serotonin, a hormone secreted by teenagers. This was harvested by Vincent Goldman during the events of *Survivor*. It was used to create [illegible]

Lisa was infected with the Progenitor Virus and parasite but her DNA rejected them. Her unique physical make-up led to Birkin's development of the G-Virus and the Nemesis parasite.

At the end of *Resi 4*, Leon joins an anti-Umbrella group and is sent to an incident on a cruiser. He disappears, so Barry Burton, also in the group follows him. Their adventure unfolds in [illegible]

[illegible] into [illegible] Leon [illegible] to defeat Birkin, a Tyrant that is sent to retrieve virus sample. Then they escape the city with Birkin's daughter, Sherry.

Albert Wesker's Medicine Cabinet

The one character who holds the core of the *Resi* universe together is Roy Orbison lookalike, Albert Wesker. Since his first appearance in the original *Resident Evil*, he has become a superhuman 'gun for hire', who pops up in every *Resi* adventure trying to collect samples of various biological weapons . Here's what he's got so far.

The T-Virus (Basic)

The T-Virus was developed through research of the Progenitor Virus, the first mutagenic virus discovered and combined with the deadly Ebola Virus. The result was a virus that created a mindless, decaying monster, thirsting for flesh – a zombie.

T-Virus (Advanced)

If the T-Virus infection develops, the regenerative qualities of the virus become stronger, with the victim's teeth, nails, skeleton and muscles continuing to develop, creating Chimeras and Hunters

T-Virus (Parasitic)

The whole purpose of the T-Virus was to create super-soldiers called Tyrant (hence the T), but this only happened with certain DNA. It was found that, if attached to a parasitic organism, the results would be consistent.

G-Virus

Developed by William Birkin, this is more volatile than the T-virus. It gives the victim a sense of self-preservation, so will attack when threatened. The other 'advantages' are that mutations increase in size and strength.

T-G Virus

A combination of the two viruses created by Morpheus D. Duvall, an Umbrella researcher who appears in *Resident Evil: Dead Aim*. The mutations have three stages: the first gives the victim greater size, agility and (seemingly) a sex change, the second an increase in muscle and, lastly, a canine appearance.

T-Veronica Virus

Alexia Ashford worked on the Progenitor virus, combining it with a virus extracted from ants and tested it on her father - turning him into a brainless monstrosity. Through further testing, she discovered that the victim had to be kept in cryogenic sleep, so she injects herself and pops in the freezer for 15 years. On thawing out, she retains human thought and form but has incredible powers, including flammable blood.

Mystery Virus

Wesker is in possession of another mystery virus, one that has given him his superhuman powers. These were gained by injecting a virus given to him by Birkin, allowing him to fake his death in *Resident Evil*. It is not known what it is but it could be a more stable version of the TG virus. It might be what *Resi 4*'s Krauser has taken.

Pub Rockstar
Dev Rockstar
FYI PS2 | 2006 | PSM82 93% Jimmy Hopkins has been abandoned by his mum and stepdad in the school from hell. Can he unite the school's factions before being expelled?

10 reasons why Canis Canem Edit is clearly top of the class

Nathan Irvin

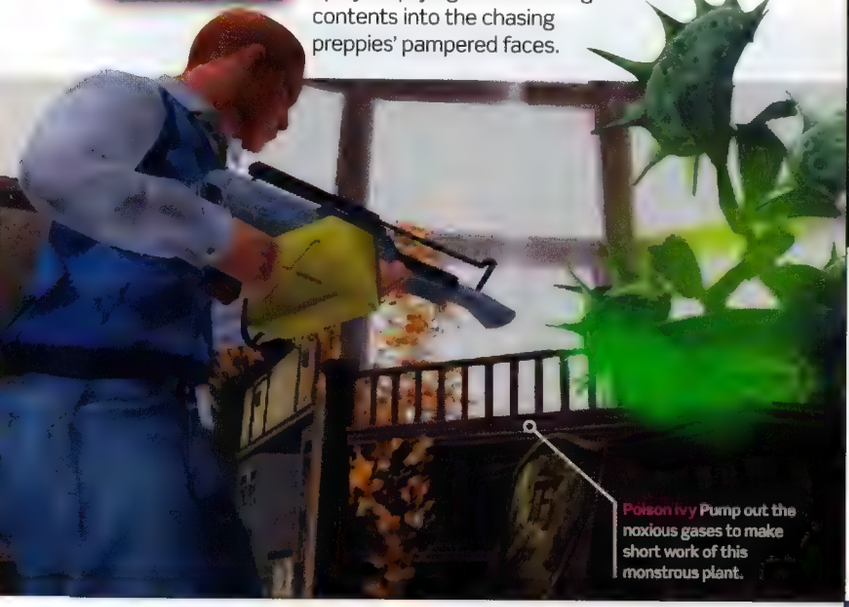
PLAYSTATION GENIUS

1 PULL OFF A BACKFLIP

Unlock the skate park deep in the middle of the Greasers region and you'll open up a world of tricks and stunts. Whether strapped to skateboard, carving up and down the ramps doing spins, or banging about on one of your many bikes, this converted factory is perfect for showing off. And what better way to exhibit your skills than by pulling off a gravity-defying backflip on your BMX? It's difficult to perfect, but once you've nailed the timing you'll be flipping like a hyperactive gymnast. It's all purely for fun, but it's a novelty that never gets boring.

2 POISON THE PRIZED PLANT

When Jimmy's not gathering up soiled knickers for the pervy PE teacher, he's being used by another bent tutor to help kill a rare plant. Armed with a spray gun full of pesticide, Jimmy has to attack the giant Venus fly trap. The way it wilts and dies is pretty sad, but you can cheer yourself up by emptying the remaining contents into the chasing preppies' pampered faces.



3 GET A JOB AS A PAPERBOY

One of the many jobs you can sign-up for in Bullworth town is that of a paperboy. You'll get a shiny new bike - albeit with a girly-basket on the front - and about $30 a round. Not bad, eh? However, you'll have to watch out for chasing dogs, angry postal workers and kids throwing eggs – although a well-aimed fling will stop each of them instantly.

4 GO... KARTING

Complete all the races at the fair and you'll be rewarded with a go-kart that you can use whenever you see fit. It can really pick up speed and it's great for zooming away from the nasty traffic cops.

5 BALLS TO IT ALL - LET'S FIGHT

As the winter weather sets in at Bullworth Academy, you'll be able to roll up a couple of snowballs and let rip at some unsuspecting victims. Throw enough icy bombs and you'll start a full-scale snowball fight. It's excellent just sitting back and watching the war unfold, as nerds, jocks and the rest go at it like madmen.

ON THE DISC
Keep an eye on future discs for more Rockstar goodness

6 RUB-BER THEM ALL OUT

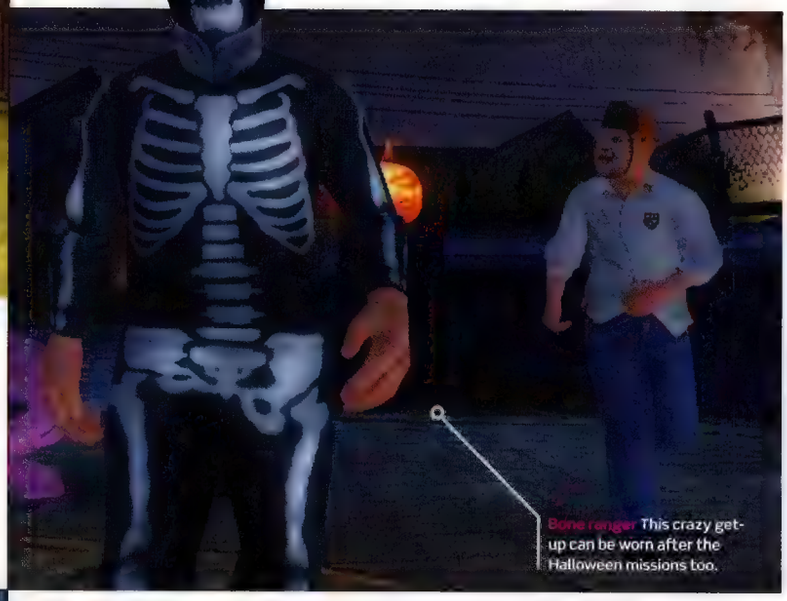
Those 75 rubber-bands littered about the place form *Canis'* ultimate weapon. Grab them all, and you'll get this huge rubber band ball. Lob it into a crowded room and it'll bounce all over the place and knock out anyone it hits.

8 DRESS AS AN ÜBER-NERD.

To achieve the utmost respect from the geek clan, you need to look the part. Collect all 40 of the G&G cards scattered about the town and you'll unlock this Grotto Master outfit. Now every bed-wetting nerd will compliment you on your attire, while everyone else laughs and threatens to dump you into the nearest trash can. But who cares when you look *this* good?

7 A GAME FOR ALL SEASONS

As the year wears on, each new season is characterised perfectly by relevant events. So in summer, there'll be beautiful sun-licked horizons, in winter, you'll see snow and get a festive reindeer jumper for Christmas. And in autumn – our fave – you'll do missions during the Halloween period and unlock costumes like this fearsome skeleton.



9 THE SPUD-GUN MASSACRE

OK, it's not so much a 'massacre' as a painful potato-ing in the chops, but hey, this quick-firing weapon is great. It can reel off more jacket potatoes than a spud-U-like and easily takes out the hardest of kids.

Pirate copy

Hat'll do Go toe-to-toe with the pirate and, if you win, you'll be able to wear his hat.

10 MAKE THE PIRATE SAY "ARR-GH" AS YOU CREAM HIM

You'll have to do a whole lot of swimming to find the sunken pirate ship in the middle of the sea (check your map and look out for the handy ship-shaped blob near the island). Once there, you'll meet this young pirate who instantly tries to brain you with a stick. Dodge his attacks and kick his peg-legged ass, and you'll win his garish seafarer headwear. It'll be all the rage in Milan next year, darling.

The ones we didn't pick...

Hiring bullies
You can hire one of the bigger kids as a bodyguard – for a price. They'll rough up anyone who tries to cause trouble with you, even the prefects.

Funfair fun
The fair packed with fully-interactive games, rides that you can actually have a go on, a shop – which contains some of the weirdest costumes you'll see – and a moped for getting around.

Pranking around
Whether it's shoving kids in lockers, bins or off the diving board into an empty pool, Canis is packed with juvenile fun. We like dunking people's heads in the loo, too.

EMAIL PSM3 @
Disagree with our choices? Then send us your picks.
psm3@futurenet.co.uk

ON THE DISC
Like Squenix? *FFXIII* will be on a disc again soon

PLAYSTATION EXPLOITS

The rarest synthesis items in Kingdom Hearts 2

Andy Kelly

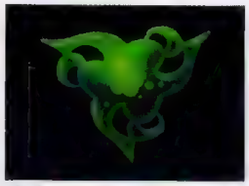
EMAIL PSM3
Want a game exploded in ludicrous detail? Tell us:
psm3@futurenet.co.uk

Pub Square Enix
Dev Square Enix
FYI PS2 | 2006 | PSM3 9.94%
Improved in almost every way from the first game, *Kingdom Hearts 2* is a masterclass in sequel-making. The exploration elements may have been reduced since Sora's last adventure, but the fluid combat and gorgeously-detailed worlds make it a true PS2 classic

CRYSTAL COLLECTION 25 hard-to-find ingredients

Some synthesis items are incredibly common and you'll never run out, but others are rarer and dropped only by certain enemies in certain worlds. Here's an in-depth guide to 25 of the rarest and the best way of getting them...

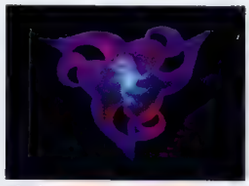
Find... Blazing crystal
Find it These can be found both in the Beast's Castle and the Olympus Coliseum. You can't buy them in shops. Defeat a Crimson Jazz or a Crescendo and they should drop one.



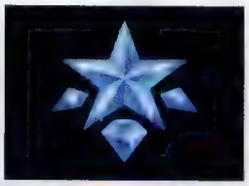
Find... Bright crystal
Find it You can find these in almost every level by defeating either Air Pirates, Strafers, Neoshadows, Crescendos or Bulky Vendors. Their drop frequency is quite low, however.

Find... Lucid crystal
Find it These can be found on absolutely every level, dropped by Neoshadow monsters. You can use them to synthesize a defense boost guard recipe, which is useful.

Find... Dense crystal
Find it These only appear late into the game, in the World That Never Was. They're dropped by Berserkers, one of the toughest enemies you'll face. Use it to make the Ultima Weapon.



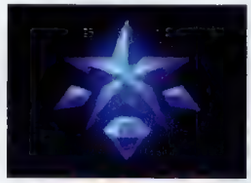
Find... Energy crystal
Find it These crystals can be found in the Pride Lands and, sometimes, Hollow Bastion. Bookmasters and Shamans have a habit of dropping them. They aren't used in many recipes.



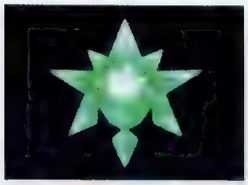
Find... Frost crystal
Find it If you're after one of these you'll need to pay a visit to the Pride Lands. The strangely-named Living Bone monsters have them, who are often ridden by Shaman Heartless.

Find... Lightning crystal
Find it Another item that can only be found in one world, this time Space Paranoids. They're dropped by Strafers and Devastators and are used to synthesize power boost recipes.

Find... Dark crystal
Find it These things are dropped by Air Pirates, but only in The Land of Dragons, Mulan's level. They're one of the key ingredients in the magic boost recipe, which increases your maximum AP.

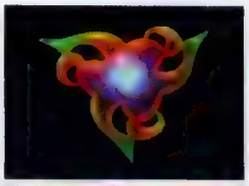


Find... Mythril crystal
Find it Enemies don't drop these, which can be a pain. You can only find them randomly in treasure chests, or by synthesizing them from mythril gems. Use them to make the Ultima Weapon.



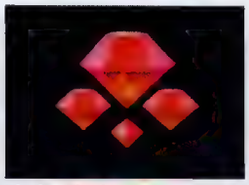
Find... Orichalcum
Find it This extremely rare item is dropped by the fabled Bulky Vendor. See the FAQ on the right for more details and where to find him. A more powerful Orichalcum 'plus' variant also exists.

Find... Power crystal
Find it These are easy to get hold of, providing you know where you're looking. Go to the Beast's Castle and defeat a Morning Star; most of the time they'll drop one. But be persistent.

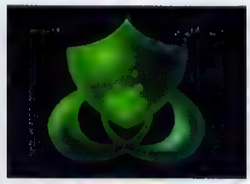


Find... Serenity crystal
Find it The tower in Twilight Town and the World That Never Was both play host to these crystals. Find them by defeating either Assassin, Berserker Samurai or Sorceror Nobodies.

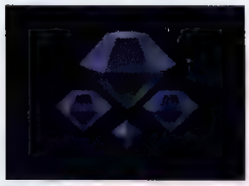
Find... Twilight crystal
Find it Another crystal you can only find towards the end of the game in The World That Never Was. Assassin Nobodies drop them and they're used to make the powerful Ultima Weapon.



Find... Blazing gem
Find it Fat Bandit and Fiery Globe Heartless drop these in Aladdin's Agrabah level. They're not particularly strong, but can be used to synthesize a helpful Slayer Earring accessory.

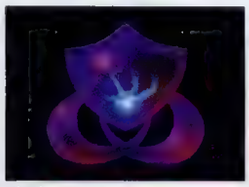


Find... Bright gem
Find it There are loads of places to find these including Space Paranoids and Pride Lands. Aerial Knockers, Magnum Loaders, Surveillance Robots and the Bulky Vendor all drop them.

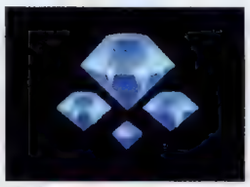


Find... Dark gem
Find it To find these, visit the Beast's Castle and defeat either a Gargoyle Knight or a Gargoyle Warrior. You can use it with free development to create a really rather useful Expert's Ring.

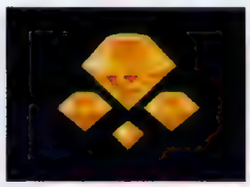
Find... Dense gem
Find it Another late The World That Never Was material, this time dropped by the tricky-to-beat Samurai Nobodies. Use them to make the Save The King 'plus' weapon, Goofy's strongest shield.



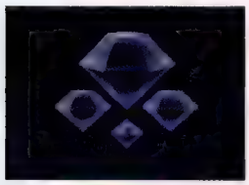
Find... Energy gem
Find it You can find these in The Land of Sleeping Dragons and Agrabah. They're usually dropped by two monsters – the Emerald Blues and the Fortune Teller, both of which are forms of Heartless.



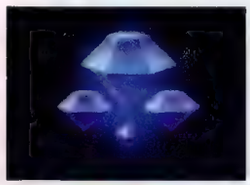
Find... Frost gem
Find it Agrabah again, by defeating the Icy Cubes and the Fortune Tellers. Use it with free development to create a Soldier Earring accessory. This increases your AP by four and your STR by two.



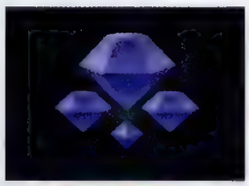
Find... Lightning gem
Find it Visit Space Paranoids or Hollow Bastion later in the game to find one of these. The monsters who hold them are usually Surveillance Robots and the hard-as-nails Armoured Knights.



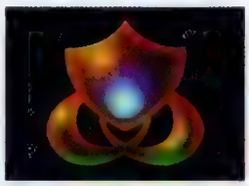
Find... Lucid gem
Find it Go to Hollow Bastion or Space Paranoids and kill either a Bookmaster or a Magnum Loader to make them drop one of these, which is a key ingredient in the Soldier Earring we mentioned earlier.



Find... Mythril gem
Find it Like the mythril crystal, you can only get this from random treasure chests, or by synthesizing one yourself. You can use it in free development to make a Mage Earring for Donald.



Find... Power gem
Find it Check out Pride Lands for these. Shamans and Aerial Knockers seem to horde them. It's another ingredient in the Mage Earring recipe you also needed the mythril gem ingredient for.



Find... Serenity gem
Find it Find these in Twilight Town and The World That Never Was, dropped by Dancers, Dragoons, Gamblers and Snipers. They're good for stocking up on synthesized Megalixirs.

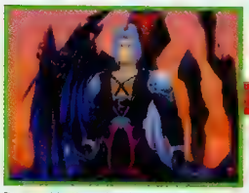
Find... Twilight gem
Find it You find these in The World That Never Was, dropped by Assassins about 10% of the time. Use them to make Donald's Save The Queen weapon along with another rare piece of Orichalcum.

Synth FAQ

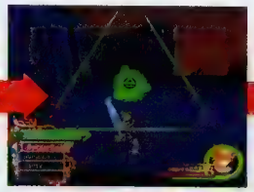
Q So what's this Bulky Vendor thing then?
A You can find this [illegible] Shopping [illegible] following [illegible] Dragons [illegible] Castle [illegible] Olympus [illegible] Agrabah [illegible] Hollow [illegible] Neverland [illegible] Space [illegible] Pride [illegible] Deep [illegible] Twilight [illegible]

Q What ingredients do I need to create Sora's amazing Ultima Weapon?
A You'll need to combine the following [illegible] Orichalcum [illegible] Dense [illegible] Crystal, Serenity [illegible] You need to synthesize the Orichalcum to [illegible] you'll [illegible]

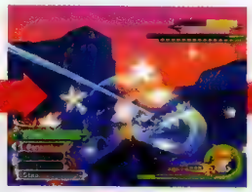
BOSS How to beat Sephiroth



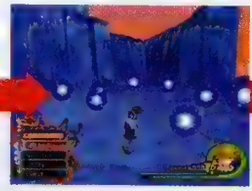
Sephiroth – who Final Fantasy fans may remember as the antagonist in *FFVII* on PSone – is *Kingdom Hearts 2*'s secret boss. He's hard as nails, but you have to defeat him to get the Fenrir keyblade.



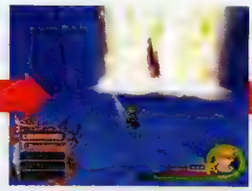
Step 1... 'That's enough'
Sephiroth always begins the battle with 'Flash' which can be blocked with a reaction command. Whenever the sky turns dark, prepare to mash ⓐ.



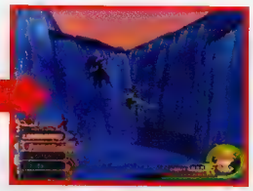
Step 2... Limit
Once you've blocked Sephiroths 'Flash' attack, unleash your limit attack to inflict some real damage. Make sure you've plenty of elixirs to refill your MP.



Step 3... 'Orbs of Destruction'
After a while, Sephiroth will surround you with orbs of Dark Magic. Destroy these by hitting them or using 'Reflecta'.



'Be'... 'Perish Now'
Here Sephiroth surrounds himself with giant columns of flames. These columns will suck you in and cause great damage, so best to stay away using Glide.



Step 4... 'Heartless Angel'
This is Sephiroth's most deadly attack. If hit you will be left with 1 HP and no MP. You'll only have a few seconds to reach and attack him to stop the assault.

QUICK GUIDES Defeating Organization XIII

Demyx You can't block his water attacks, so stock plenty of Hi-Potions. You have 40 seconds to defeat 50 of his forms. If you do so he'll be temporarily stunned, so get stuck right in.

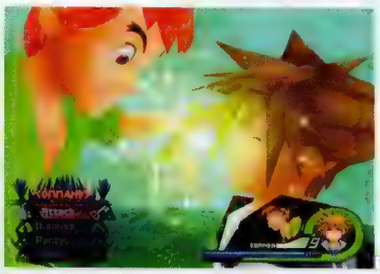
Xaldin If you use a limit break like Comet you can hurl Xaldin into the air, leaving him open to attack. If you die during this fight you can call up King Mickey to revive Sora and help defeat him.

Luxord This strange battle eschews health bars in favour of a time meter. Different attacks have either positive or negative effects on this, and the first person whose meter runs out loses.

Saix Keep an eye on Saix's berserk meter – while he's in his enraged state he's very dangerous. You can knock his weapon from his hand by using the Reflect ability. Keep that in mind.

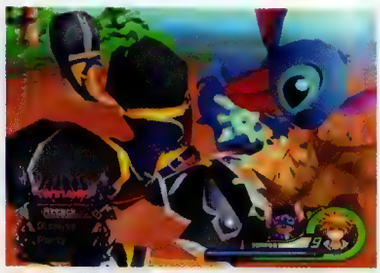
BEST LIMITS The summons

Chicken Little If an enemy is paralysed by the little guy's whistle, you can exploit this and attack. Summons also make Sora invincible if you activate them just as an enemy attacks.



Peter Pan Tinkerbell's healing powers are handy. Peter's Flying Boy attack is good, but dispense with your Limit and use the summon purely as a means of healing. It's the best strategy.

Genie You can use your drive gauge to change Genie into different forms – Valor, Wisdom, Final and Master. The Valor attack is the best, but the range is very short. Get close.



Stitch The offensive power of this summon isn't particularly strong, so it's best just to use it for defensive and healing duties. Use the Licking attack to fully-restore Sora's MP gauge.

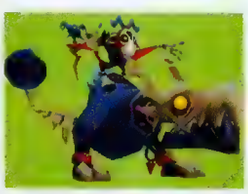
ENEMY GUIDE The hardest Heartless

Throughout your journey in *Kingdom Hearts 2* you'll fight hundreds of Heartless. Some don't take much of a beating, but others can be a real pain. Here's a guide to the hardest...

Beat... Toy Soldier
These monsters hang around Halloween town causing trouble. They have around 200 hit points and drop, among other things, Lucid Stones and Hi-Potions.

Beat... Hot Rod
We hate these things. Their attacks are relentless and they're difficult to dodge. You face them in Timeless River and they have around 150 hit points.

Beat... Assault Rider
The Land Of Dragons plays host to these monsters. At lower levels they're a nightmare, their spinning spear attack causing massive damage to Sora.



Beat... Living Bone
This is technically two monsters – the Living Bone itself and a Shaman riding it. They have 150 hit points and you can use a reaction command to leap on them.

Beat... Shaman
Shamans on their own aren't as strong. He fires wispy blue light attacks at Sora which can be reversed with a reaction command. They drop Power Gems.

MORE FOES The hardest Nobodies

The Nobodies are new to the *Kingdom Hearts* series. While the Heartless are comical and often easy to beat, the Nobodies are pure evil and exist purely to cause you problems.

Beat... Samurai
When you fight these your commands are replaced with a question mark. When this happens you have a few seconds to react or you lose health.

Beat... Dancer
These are a pain. You fight them in Hollow Bastion, The World That Never Was and Twilight Town. They're vulnerable to fire spells and have around 100 hit points.

Beat... Berserker
You can kill these Nobodies with a three-stage reaction command attack. You have to time it perfectly or the sequence ends early. They drop Dense Crystals.

Beat... Sorcerer
You only face these Nobodies towards the end of the game in The World That Never Was. They have 160 hit points and usually drop Serenity Crystals.

Beat... Assassin
Sometimes these monsters self-destruct if they're about to be defeated. They drop Twilight Gems and only have around 30 or so hit points.

ON THE DISC

PLAYSTATION SECRETS

Pressing ↑ to climb a ladder for *ten minutes* in MGS3: Snake Eater

"You're almost sad when the ladder stops"

Game over, Ray
We haven't gone mad. It's a mark of Kojima's genius that such a banal scene burns in our memory. It's all about context – forcing you to reflect on previous battles, while creating epic scale. You really feel like you're on a journey.

1 The End

Wing my bell! Taken in isolation, the ladder scene is dull – all you do is press up for about ten minutes. Taken in context, it's a blissful moment of reflection after a tense, confusing and inventive one hour rollercoaster boss battle with The End. And his, erm, parrot.

2 The beginning

You rang, m'lord? Reeling from the intensity of battle, yet flushed with relief, you start the ascent. After what feels like minutes, you're *still* climbing when – surely not? – the Snake Eater theme tune echoes gently on the breeze, before swirling into life...

3 The unknown

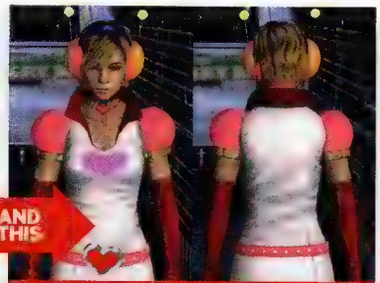
Stairs-way to heaven The pad throbs, emphasising the dizzying ascent, as the theme tune soars hypnotically on the wind. You're almost sad when the ladder stops and shatters the trance. Not only has Kojima forced you to reflect, he's created epic scale.

PlayStation's best kept secrets uncovered every month

Secrets › Silent Hill 3 › Special outfits

Complete the game, unlock Extra Costumes and enter 'badical' for our US sister mag's logo.

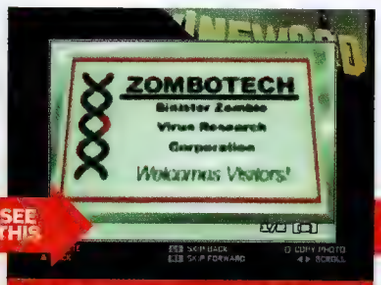
Enter 'BuyNoBlue' to get the Kaos-related T Shirt. Note: Some T's require special acts...



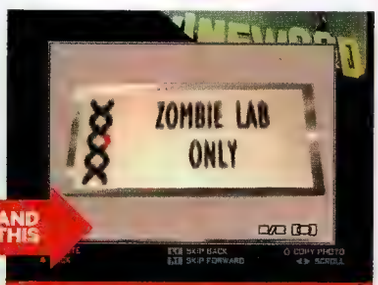
For instance, you have to finish the Extra New Game mode for this 'Transform' heart outfit.

Hidden reference › GTA: SA › Resident Evil

Make your way to the skyscraper pictured in downtown Los Santos...



Pop into first-person view and study the sign – it's a parody of Umbrella from *Resident Evil*.



Sadly, you can't go inside or take on zombies, but it's still a nice touch.

Secret vehicle › GTA3 › Fly the Dodo plane

Sure, San Andreas had proper jet planes, but this was the first GTA game to let you fly...

Once you find the Dodo at Liberty City airfield, flying it is a reflex-sapping art form.

If you get it airborne, you need precise counter-steering to avoid disaster. Like above.

From zero to hero in... MGS3: Snake Eater

The evolution of Naked Snake, from pretty boy into one-eyed Big Boss.

Choose the 'Alternate MGS2' option, and you start the game as Raiden...

...until Snake whips off the mask to reveal his true identity. Phew.

The scientist costume looks so odd on Snake, it's a miracle you're not spotted.

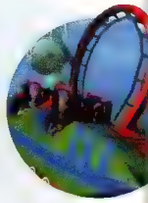
Mid-way through the game, Snake loses an eye and gets beaten to a pulp...

...but gets it together to become a jet black badass for the final scenes.

The Top 5 Cheats you *must* know

1 Superman Returns
All power-ups
Pause the game and press ←, ◎, →, ◎, ↓, ◎, ↑, ↓, ◎, ◎, ◎.

2 Thrillville
All parks
While in any park, press □, ◎, △, □, ◎, △, □ to get all other parks.



3 Tony Hawk's Project 8
Infinite focus
Enter 'shellshock' as a code for infinite focus.

4 Scarface: The World Is Yours
Full ammunition
Enter 'AMMO' as a code for full ammo.

5 SpongeBob: Crusty Crab
Earn 30,000 Z
Enter 'ROCFISH' as a code.

PLAYSTATION FACE-OFF

Celebs thump Ronaldinho and co in Pro Evolution Soccer 6

Dave Harrison

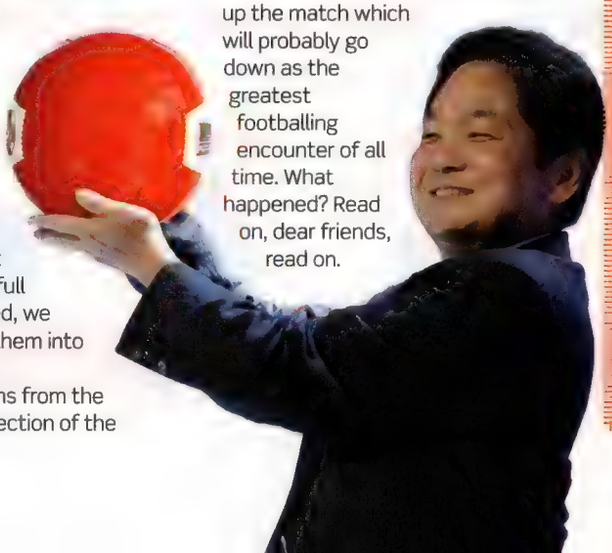
Ever seen Sky's The Match, where a team of 'celebrities' play football against some ageing pros? It's one of most hollow displays of self-fellatio you'll see, even in these times of celebrity obsession. Does anyone really care what Jonathan Wilkes, Ralf Little and Jeff Brazier can bring to the beautiful game? Actually does anyone care about Jonathan Wilkes, Ralf Little and Jeff Brazier?

In response to this flagrant abuse of the concept of football, we have created a *real* celebrity team, one that includes *true* A-listers from the world entertainment, men with magical qualities that lend themselves perfectly to the world of football. For instance who better than Mr T to organise a back four – he pities the fool who doesn't play the offside trap correctly – or Michael Jackson to moonwalk down the wings? And can you think of a better box-to-box midfielder than He-Man, *the most powerful man in the universe*? Well even if you can, you've got to admit he's got to be better then MC Harvey.

Building a team

After selecting a squad of 15, the next task was to create said celebrities in the finest football game around, *Pro Evolution Soccer 6*, using the Edit Player option in the Edit menu. Once the full team was created, we then registered them into one of the more anonymous teams from the Other Leagues section of the team roster, then re-registered the existing players to other teams.

The same process was done for the opposition, a World XI created from the game's leading players – Ronaldinho, Terry, all those lads. Then we tweaked the names and kits in the Edit Team section and, finally, set up the match which will probably go down as the greatest footballing encounter of all time. What happened? Read on, dear friends, read on.



It's all about who wants it most

THE STARTING XI PSM3 All-Stars

The PSM3 All-Stars were chosen via a highly scientific process. Only those celebs who we strongly felt could apply their day-to-day talents to the football pitch came under consideration. Then we took literally a whole day off to go to the pub and argue the merits of our gang of famous bods. Ricky Gervais, Homer Simpson and Screech from Saved By The Bell all fell by the wayside, but we think you'll agree that the squad we selected represent PSM3 perfectly – strong, tough and masculine, with an element of flair. Obviously, this doesn't apply to Graham Norton. He's just there to represent Andy.

STEPHEN MERCHANT

– able to keep p… his spindl… keepers…

ANT

A real team player. Whether playing at home or on the other side of the world, his performance always remains consistent – though never world-beating.

MR T

A tough tackling, tough talking presence. Has superb balance to lever players off the ball and loads of aggression. We pity the fool that goes in for a 50-50 with T.

PHIL MITCHELL

Epitomises the bulldog spirit. Masses of aggression, likes to bully opponents into submission and is always onto his teammates keeping them in check.

DEC

Works well in tandem with Ant (obviously) and is another great… player. Lighter on his feet than Ant and excellent at executing set pieces.

PETER KAY

No nonsense midfielder with the balance of a weeble but prone to the odd 'have it' moment – watching the ball long when it isn't necessary. Slow, but sharp.

HE-MAN

Perfect as a box to box midfielder with incredible stamina and speed to cover ground and the pow… skill to muscle…

KEN KUTARAGI

The brains of the whole operation. Not the quickest – it seems to take ages for his plans to come to fruition – but, just when you think he's being quiet, Ken delivers.

BONO

Hard working left winger that can be effective tries too much on his own in an attempt to hog the limelight. Never knows when it's time to give…

PHIL HARRISON

Leads from the front using foresight and determination. A giant of a man, he's absolutely superb at holding the ball up and delaying deliver…

JUSTIN LEE COLLINS

Bursting with enthusiasm, JLC will track down the opposition defenders and harass them into mistakes. Makes up for his lack of skill with heart and character.

THE SUBS BENCH

MICHAEL JACKSON

The man with the quickest feet in showbusiness can, as US courts know, wriggle out of any challenge.

FROSTIES KID

A bundle of positive energy who buzzes around the field and really does believe it's going to be great.

GRAHAM NORTON

Has a preference for playing in the hole and working off a big man, but best playing from the back. Etc.

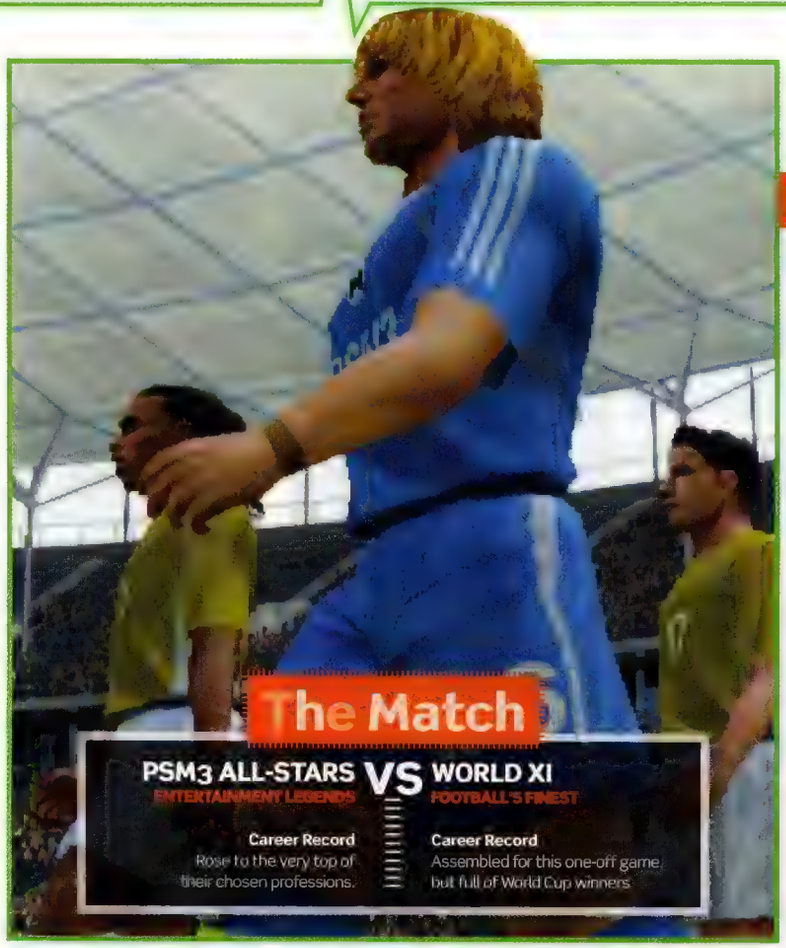
RUSSELL BRAND

A maverick. Plays down the flanks and so likely to come out of leftfield. Rapier wit, but poor final delivery.

USE PRO EVO SOCCER 6

Go to The Edit Menu

Editing Tip Check the www.psm3mag.com blog for details on how we made each player.



Thug lovin' The match starts, and immediately Phil Mitchell targets Rooney for some rough stuff.

Fundamentalist The first chance falls to Justin Lee Collins but he fails to make the cross.

Ghana get you Essien takes Phil Harrison out, muttering something about PS3's delay.

Hip replacement Henry breaks free, but Steven Merchant claws away his delicate chip.

Masterful He-Man begins to control midfield, much to the annoyance of Ronaldo.

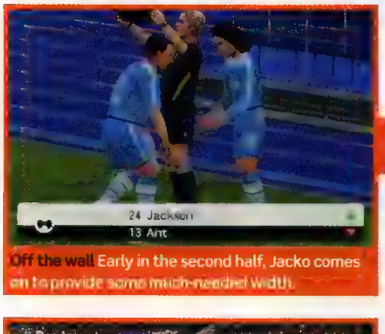
Total winker A tackle from behind earns the showpony a yellow. No-one messes with He-Man.

Lanky-panky Harrison, leading from the front, spots JLC in space and floats the ball forward.

Hair today The wooly funnyman takes it in his stride and bursts past Michael Essien.

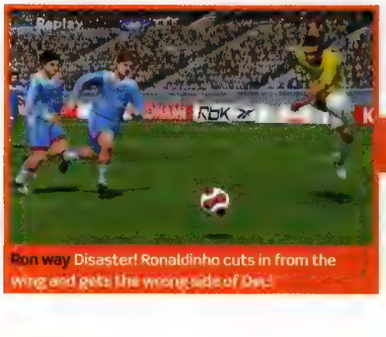
Bum fluff Unable to get over the ball, Justin scuffs his shot and it's saved by Reina.

Grosso Point Blank Meanwhile the Italian left back forces Merchant in to another stunning save.



Off the wall Early in the second half, Jacko comes on to provide some much-needed width.

Moonwalker If Jacko can stop his schoolboy errors, he has the potential to be a match-winner.



Ron way Disaster! Ronaldinho cuts in from the wing and gets the wrong side of Dec!

Ron-nil GOAL! The World XI takes the lead as Ronnie Buckteeth drills the ball into the corner.

Merchant Ivory With the World XI on top, the Extras star has to make another save from Henry.

Go ya Ken? But on the break, Kutaragi, the brains of the team, starts to work his magic...

Kutaragi slams in the equaliser!

The key tactical changes

With the Celeb All-Stars chasing the game, we had to make some key changes. Brand came on to add unpredictability, as did Graham Norton – he knows what it's like to come from behind. We also tried to get the ball to Jacko more, as he was losing defenders with the same ease as he loses recording contracts.

Ragi-doo Taking a Peter Kay knock-down, Ken swivels and unleashes a rocket of a shot.

Ken brilliant GOAL! The father of PlayStation makes it one-all. There's all to play for.

Cross dress The Prince of Pop shimmies down the wing and sends in a deep far-post cross.

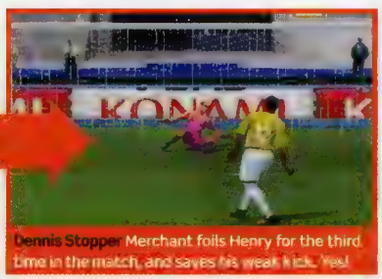
Bald statement Unfortunately, Harrison fails to make contact despite being as tall as a tree.

He-man hunt Then, just like Skeletor, He-Man takes Rooney down with the Power of Grayskull.

Card target The most powerful man in the universe gets a card. And it's a penalty shoot-out!

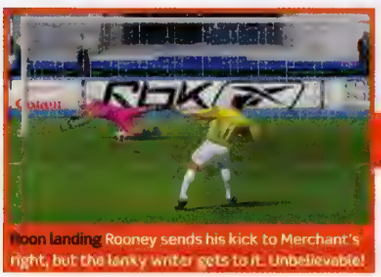
THE PENALTY SHOOTOUT Colossal drama

T-Time As you would expect, Mr T pities the keeper who tries to save his spot-kick. It's a goal!



Dennis Stopper Merchant foils Henry for the third time in the match, and saves his weak kick. Yes!

And that's it! The All-Stars win! All hail!



Moon landing Rooney sends his kick to Merchant's right, but the lanky writer gets to it. Unbelievable!

Thriller Jackson proves his star quality by squeezing his penalty home – to win the game!

ON THE DISC
When there's a new wrasslin' game, it'll be on the DVD

Play sweaty musical statues in WWE Smackdown 2007

David Cook

PLAYSTATION ONLINE

Pub THQ
Dev Yukes
FYI PS2 | 2006 | PSM3 80%
The latest in the regular grappling series, this time with new *Fight Night* style controls – grappling moves are mapped to the right stick. This doesn't hide the fact that this is another *Smackdown* too much like the last one, with the usual flaws but it's still good fun.

You know how we complain with monotonous regularity about the lag when you play *Pro Evo* online? Well, *Smackdown 2007* is much worse. Honestly, although you can have bouts without crippling slowdown, more often than not, you won't. And sometimes, the game freezes entirely – you'll be in the middle of a vital, potentially match-swinging grapple, for example, and the game will literally stop dead for four or five seconds, thus rudely jolting you out of the dreamworld where you're about to become WWE Champion, and smacking you about the face with the reminder that you're only playing a game. Sigh.

But apart from the terrible, appalling, ruinous freezes, all is as it should be in the world of online playfighting. You shouldn't have too much trouble finding an opponent to ruck against, for a start – there are plentiful opponents around, even at 10am on a Thursday morning (when we were playing), and you're able to play as any of the wrestlers in the game, or even as your own created characters. All the moves, arenas and weapons are present and correct.

Trading places

There's even the opportunity to trade your created characters with your online mates. Great idea – except not a single soul bloody well does it, which is a shame. Perhaps everyone is too reluctant to part with their hard work. You can also defend any belts you've made against your opponents which, at least, some people actually do. Creating a belt is obviously less work than designing a wrestler.

But, man, are you ever going to have to be great at *Smackdown* to compete. Seriously, we're good at the game, but we were, from the off, 'pwned' by most people. There were tears, we'll admit it. Still, if you are brilliant at *Smackdown*, you'll be in good company.

So if you're only after a friendly grapple, forget it. Even if you're after full-on competition, the slowdown and freezing pretty much ruins the fun. Pah.

ONLINE VERDICT

Lots of players? Not millions, but enough to satisfy everyone.
Buy it just for online? Nope. The slowdown wrecks everything. Ah, well.

GAMEPLAY Defining moment

Here we are in a fatal four-way match, getting our ass handed to us on a platter by our opponents – we're Ken Kennedy, being pinned by the chap in yellow. Curse you, *Smackdown* online obsessives.

See how we're the only ones with our wrestler's name displayed? That's 'cos everyone else is using created characters to grapple with.

Yep, we're taking a beating. And this wasn't the first, either. Bah.

Ah, the ECW arena – if something's unlockable in the single-player game (no matter how many hours you have to put in) then it's available online.

FEATURES Lethal weapons

Online grappling is exactly the same as offline grappling – freezes and slowdown apart – except that, most probably, everybody you play against is much better than you. As such, you're going to have to make good use of the weapons and environment around you...

1 You must be thinking

Here's Mick Foley choke-slamming Shawn Michaels – we refuse to use the name 'Heart Break Kid' because Shawn Michaels is *41 years old* – through the announce table, which can play havoc with a man's back. You can try to defend against this with taps of ◻, but to end up in this situation you've probably already been pretty worn down and are almost ready to be pinned. Some fiends, if totally dominant, will start to pin you, then drag you back up for more punishment.

2 Crowd control

As in the offline game, combat can also be taken over the barriers and into the crowds, where you'll be able to pick up tables, chairs and other assorted weapons to bang your opponent atop the skull with. A swift Irish whip (◻ and ⊗) will send your opponent careering over the barrier, and you can clamber over to follow. It's a shame the crowd don't get involved and bash your enemy over the head themselves, but you can't have everything, can you? Unfortunately.

3 Foul Hardy

Here, Kurt Angle has Jeff Hardy in a precarious situation. Perhaps he'll slam him onto that chair over there, or just toss him into that handy ladder. The choices are, quite literally, twofold. But we know what you're thinking. "Jeff Hardy?" you're saying. "He's not in *Smackdown 2007*." Correct. Someone's made him in Create-a-character mode, and it's testament to their skills that we didn't realise Hardy shouldn't be there until hours later. He looks exactly as he ought to.

RANKS Title holders

This is the ranking board for people who have defended and won WWE singles title belts. The Sarge tops this table by some way.

And this is the same table, but for tag team titles. As you can see, tag title matches are less popular than black pudding milkshake.

And here's our superstar rank after our first three matches. Yes, yes, we know. Stop laughing at the back.

Online highlights

1

2

3

4

5

Harshest insult

"You couldn't wrestle your way out of an empty cereal packet"

Community service

Current world champion

Name Falco
Rank points 480459
Falco is just about fending off the challenge of Kane-Oli, but no-one else is even within tickling distance. *Smackdown* online is like the Premiership – only about the top two.

ON THE DISC
We'll have *GTA4* on a disc just as soon as it hits

PLAYSTATION CLASSIC

Why GTA San Andreas will never fade away

Steve Williams

Pub Take 2 | **Dev** Rockstar
FYI PS2 | 2004 | PSM56 99%
The third 3D Grand Theft Auto title – so big it's a (contested) state of mind. You must have played this, but if not – do so now.

Official 'next-gen' *GTA* may be bearing down on us like a ton of psychos, but you know what? *San Andreas* was damn near 'next gen' in 2005. It's still so far ahead of the competition it's not even funny. Except *San Andreas* is often funny too.

Quite how Rockstar fitted it on the disc, let alone created it all before the universe ended, is beyond us. Each of the '90s era cities of Los Santos, San Fierro and Las Venturas is huge – LS alone is probably the size of *Vice City* – but it's what's in between that really glues the game together. The cliff-strewn, river-lined valleys and rocky hills to the west of Los Santos give way to the wildly hilly San Fierro (making up for *Vice City*'s flat Miami in one chassis-scraping hit) and then, to the north-east, to Nevada-like miles of desert. Beyond is *GTA*'s Vegas, but bristling with ghost towns, aircraft graveyards, truck stops, shallow graves and huge jumps, the desert is anything but deserted. The out-of-town badlands and sands are as big as the three cities together.

The whole thing is ludicrously overflowing with choices. Compare the lead character from the first PS2 *GTA* – a mute, nameless errand boy – with Carl Johnson. CJ is a heavy mix of his own chatterbox personality and whatever you want him to be. Gorge and he wobbles along knock-kneed. Exercise and he gets wider and stronger, cycle and swim and he thins out. You can also dress in anything from shorts and flipflops to a full leather gimp suit... tonight, Matthew, CJ is the image of your own personality.

EMAIL PSM3 @
What do you think of *San Andreas*? Let us know:
psm3@futurenet.co.uk

Trip to the top

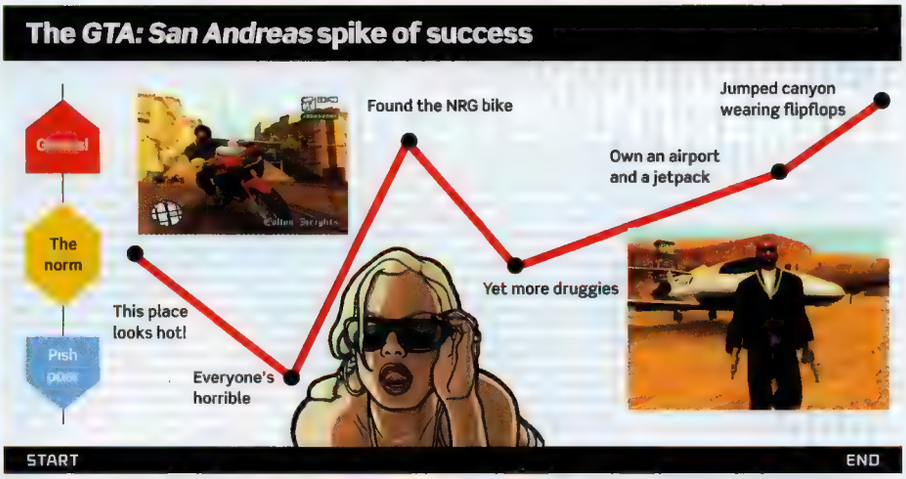
Inevitably, the game's main thrust concerns Carl's rise to power, and along the way he gains the love and respect of his family by killing a great many people in the wrong colour trousers. And by the time you get to San Fierro and Las Venturas, Rockstar really turns up the heat on the traditional seek and destroy-type missions. You carry out assassinations with radio control planes, break into military and Navy compounds to steal helicopters, jets and alien tech, rob

The defining moment...

Pedal power

Having so many vehicles means it's tempting never to use a bike after the intro. But that's a mistake. They're the greatest for exploring, as you're not going so fast you miss everything, and cycling skill increases rapidly – you can soon hop walls and hit stuff without falling off. They make you stronger for fights too and never blow up. Ride a bike and you'll see the real *San Andreas*.

The *GTA: San Andreas* spike of success



because the rewards are the greatest gift of all: weapons. And you might as well explore to locate all the hyper-useful bribes, free guns and all-important body armour. Local knowledge can mean the difference between success and failure. It also means you can lead angry cops over huge jumps, just to watch them fall...

cops of their bikes and drive them onto a moving getaway truck, bury a man in concrete while he's on the loo, basejump onto a dam to plant explosive charges... in *San Andreas*, the old *GTA* thug has turned into James Bond.

And never mind the main thrust. There's as much, if not more stuff to take care of outside the core missions. Completing challenges acquires businesses, creating an income – which means more money for unsafe weapons and chick-pleasing hats. Plus, flying RC planes, making deliveries by articulated lorry, stealing cars, arranging a heist and the like are fun in themselves. There's yet more stuff too, that all pay a one-off fee: triathlons, car exports, stadium racing, road racing, lowrider dancing, gambling, shooting competitions, plane, boat, bike and car schools, pimping, taxi driving... You can play for hours without going near the missions, learning the terrain and gaining an advantage on The Man.

Despite the hugeness of *San Andreas*, nothing need be aimless – while exploring you might as well snag the hidden collectibles,

Hidden mysteries

San Andreas has so many sights and secrets there's always a reason to be there. Even after 40-50 hours you'll be spotting cars, choppers, places and other stuff you've never seen before. It's possible you haven't driven a monster truck over the Evil Knievel-style canyon jump yet. Or seen the ghost cars of Back '0 Beyond. Or found what's in the police station showers in Los Santos. Or spotted the Palomino Creek grave that glows pink at night... that town just ain't right.

Yes, it's big, but *San Andreas* isn't just about size, it's about depth too. No game before or since has been so ambitious, so versatile, so diverse and so *successful* at almost everything it does. Nothing feels like an afterthought. And there are far smaller, shallower games that can't lay claim to that.

CLASSIC VERDICT

Why now? *GTA4* is coming... but *San Andreas* will never die.

Final thought So deep it's practically another life – with a jetpack

The Top 5

GTA:SA facts

1 It followed on from films

1990s gang flick Menace II Society was an influence – several stars voice *GTA*, including Big Smoke and Cesar.

2 It made enemies

Weird US lawyer Jack Thompson still rages at *San Andreas* regularly.

3 It's no slave to history

Uber-bike the NRG bears Valentino Rossi's legendary 46 plate. But Rossi didn't ride an NSR until 2000, or the M1 until 2004.

4 It incensed the papers

But not the censors. Even if the 'explicit' Hot Coffee sex scenes were accessible without external cheats, they'd be fine under the 18 rating certificate.

5 It created myths

There's no Yeti. But rumours persist. Also, the wheelchair in Palamino Creek isn't a *Silent Hill* reference, it's a *Manhunt* one. Although, there's that fog and the camo-jacketed pedestrian...

Guitar Hero 2 mourns arch rival

Dan Dawkins

PLAYSTATION NATION

Air guitar is dead. That's the claim being made by Red Octane, who say their game *Guitar Hero 2*, has killed it. To mourn its passing, they held a mock cremation in East London, with gothic pallbearers and 'tributes' from Slash from Guns 'n' Roses (second right), Buddy Holly (third right) and Ace Frehley from Kiss (far right) – or rather, some enthusiastic lookalikes. "The game was released in the US with the tagline 'Kiss your air guitar goodbye," explains Red Octane's Dave Noble. "But traditional funeral parlours wouldn't consider it, not even the company that appeared in 'Drop the Dead Coffin' on ITV." The event was eventually held in an Art Studio in Shoreditch. "People generally took it seriously, even if it was a bit of a laugh." Oddly, though, *our* air guitar still works just fine...

"The developers held a mock cremation with gothic pallbearers"

"Hit Clive Winston's star power and he uses a violin bow to play"

Pall the other one One of the girls struggles to surpress a smile – she must have the light end.

Riff in peace Thank God the air guitar's dead, eh? This plastic one is clearly *much* less daft.

Save the wail We can only suspect this actor-cum-model was well paid, or a bit confused.

ON THE DISC
Check out the PS2 reviews section for the latest games

PS2 Playlist

	FIRST CHOICE	SECOND CHOICE	THIRD CHOICE
PUZZLERS	**FANTAVISION** **Pub** SCEI | **Dev** SCEI | **Web** playstation.com "Pump fireworks into the air, join them together and set them off. Stands up next to *Tetris*." **PSM3 Rating** 85%	**SUPER MONKEY BALL DELUXE** **Pub** Sega | **Dev** Sega **Web** sega.com/gamesite/smbdx "A *Marble Madness* clone except you're a monkey trapped in a ball – which is much better." **PSM3 Rating** 84%	**SUPER BUST-A-MOVE** **Pub** Acclaim | **Dev** Taito | **Web** n/a "Puzzle insanity that's super-slick, extremely addictive and easy to get into." **PSM3 Rating** 78%
SPORTS	**FIGHT NIGHT ROUND 2** **Pub** EA | **Dev** EA | **Web** easports.com "We're treated to a host of (almost) living, breathing and bleeding boxers. Looks superb." **PSM3 Rating** 89%	**VIRTUA TENNIS 2** **Pub** Acclaim | **Dev** Sega | **Web** sega.com "Far from perfect, but combines utterly addictive arcade action with sim-like depth. Simply smashing." **PSM3 Rating** 88%	**EVERYBODY'S GOLF** **Pub** SCEE | **Dev** Sony **Web** playstation.com "While never hugely difficult, it's all so warm and relaxing that it doesn't really matter much." **PSM3 Rating** 87%
PARTY/ EYETOY/ KONAMI	**GUITAR HERO 2** **Pub** Red Octane | **Dev** Red Octane | **Web** guitarherogame.com "Addresses every criticism and packs in a load of new stuff. A masterclass in sequel-making. Get it." **PSM3 Rating** 92%	**SINGSTAR** **Pub** Sony | **Dev** Sony | **Web** singstargame.com "A bit of a duffer alone, with friends it's possibly the best game ever. Classy and genuinely groundbreaking." **PSM3 Rating** 90%	**BUZZ: THE MUSIC QUIZ** **Pub** Sony | **Dev** Relentless **Web** playstation.com "A brilliant idea. Loads of questions and a truly inspired peripheral." **PSM3 Rating** 84%
ADVENTURE	**ICO** **Pub** SCEI | **Dev** Team Ico **Web** icothegame.com "The saddest, most tragic story on PS2, but also an achingly beautiful one. *Ico* teases out genuine emotion." **PSM3 Rating** 93%	**SHADOW OF THE COLOSSUS** **Pub** SCEI | **Dev** SCEI **Web** shadowofthecolossus.com "Climb 200ft beasts and plunge swords into their brains. An awe-inspiring experience." **PSM3 Rating** 91%	**FAHRENHEIT** **Pub** Atari | **Dev** Quantic Dream | **Web** atari.com/fahrenheit "Interactive thriller incorporating murder-mystery, horror and genuine drama. This is gaming gold." **PSM3 Rating** 87%

Wheelchairs Every game's gotta have one. Well, not *every* game

PENSIONABLE

Metal Gear Solid 3
Pub Konami \| **Dev** Kojima Studios
Web konami.jp/kojima_pro
Ah, The End. So old, he's pushed around everywhere in a wheelchair – but that doesn't stop him being an incredibly tough, stealthy assassin. Unless you shoot him with your sniper rifle from afar earlier on in the game, that is. Snigger.
PSM3 Rating 97%

MAD

Killer7
Pub Capcom \| **Dev** Grasshopper
Web killer-7.com
Harman Smith – another assassin. Perhaps Agent 47 might think about getting a wheelchair, it seems to be the trend among killers-for-hire now. Harman can bring to life seven elements of his personality and use them to kill people. Eat *that*, 47.
PSM3 Rating 85%

REPTILIAN

Sly 3: Honour Among Thieves
Pub Sony \| **Dev** Sucker Punch
Web slyps2.com
Sly's best friend is Bentley, a computer-hacking, asthmatic turtle with a tomato allergy. Wheelchair-bound in *Sly 3* after a hippo-based mishap in the previous game. Yes.
PSM3 Rating 87%

@ Disagree with our choices? Write us an explosive mail telling us why we're complete idiots. Lob your word bombs at: psm3@futurenet.co.uk. Subject line: "WRONG!"

Back issues

Complete your collection!
Ring our hotline on 0870 837 4773

PlayStation 2 Top 20

This month's big retail winners and losers

01	(03)	FIFA 07	EA Reviewed PSM80 84%
02	(01)	Need For Speed: Carbon	Eidos Reviewed PSM81 82%
03	(05)	Call Of Duty 3	Activision Reviewed PSM82 88%
04	(02)	Smackdown 2007	THQ Reviewed PSM82 80%
05	(04)	Pro Evolution Soccer 6	Konami Reviewed PSM80 91%
06	(06)	Lego Star Wars 2	Eidos Reviewed PSM82 91%
07	(10)	The Sims 2: Pets	EA Reviewed PSM82 53%
08	(07)	Canis Canem Edit	Rockstar Reviewed PSM81 93%
09	(08)	Guitar Hero 2	Red Octane Reviewed PSM82 92%
10	(11)	Buzz: The Big Quiz	Sony Reviewed PSM68 74%
11	(17)	Millionaire: Party Edition	Eidos Reviewed PSM82 61%
12	(09)	Buzz: Junior Jungle Party	Sony Reviewed PSM80 68%
13	(18)	EA Cricket 2007	EA Reviewed PSM83 79%
14	(13)	Scarface	Eidos Reviewed PSM81 89%
15	(12)	Tony Hawk's Project 8	Activision Reviewed PSM83 74%
16	(15)	Buzz: The Sports Quiz	Sony Reviewed PSM81 69%
17	(17)	Spyro: A New Beginning	Sierra Reviewed PSM82 63%
18	(20)	Kingdom Hearts 2	Square Enix Reviewed PSM80 94%
19	(19)	Tiger Woods 07	EA Reviewed PSM83 80%
20	(14)	FFVII: Dirge Of Cerberus	Square Enix Reviewed PSM81 51%

Want it? Tick it!

Hearing the call

War games never cease to be popular, and so *Call Of Duty 3* is riding high. If you all like war *that* much, perhaps you should join the army.

Push the buzzer

Blimey. Three *Buzz* games at once – you can tell this is a Christmas chart. With all this success, Jason Donovan must be rolling in used fivers.

Look who's hawking

A surprisingly quiet showing for *Tony Hawk's Project 8* at retail. Is Tones' star beginning to fall? Nah, we reckon there's some life in the old man's bones yet.

Bricking it

Bat's entertainment

664,000

The number of PS2s sold in America during the PlayStation 3 launch period.

Why didn't anyone buy...?

They invented it. No one bought it. Why maybe

Harvest Moon: A Wonderful Life

Pub 505 Game Street | **Dev** Natsume
Web hmfarm.com

Popular on Nintendo formats for years, *Harvest Moon* – gaming's most popular farming series (and *that's* a coveted title) – hasn't ever really set the charts alight on its occasional forays into Sony territory. This is a lot to do with its cutesy nature, but also that it's about *farming*.

Except *Harvest Moon* isn't *just* about farming. Sure, there's farm work to be done (plant crops, tend to animals, sell your produce at the market), but there are all sorts of other pursuits: you can go digging at the local mine, ride about town on your donkey, go to the pub... loads, but the most important thing – at first, at least – is finding yourself a wife. Which you do by handing out gifts to the local single female populace – totalling, erm, three – until someone falls in love with you. And then you've got to earn pots of money to keep them happy. Just like real life, then.

The thing with *Harvest Moon* – great though it is – is that it's so bloody *nice*. Everyone's so *happy*... it's more twee than watching a Hugh Grant romantic comedy while wearing fluffy mittens. Even the cows are cute – pet one, and a giant pink heart appears above its head to show how much he loves you. Given that PS2 gamers seem to like nothing better than urban games in which you punch prostitutes in the face, is it any wonder *Harvest Moon* didn't sell?

EMAIL PSM3 @
Want to champion a game here? Let us know
psm3@futurenet.co.uk

You're playing...

Jafar Taj
Wrestling, crime and skateboarding – balanced interests.

1 **Smackdown 2007** "Improvements like the new control system and fighting in the crowd are great."
2 **GTA: Liberty City Stories** "Some good radio stations and perfect for letting out some aggression!"
3 **Tony Hawk's Project 8** "I love the *Hawk* games, but I'm too busy with Uni assignments to play!"

We're playing...

Daniel Griffiths
Dan likes shiny new games, but hoary old ones too.

1 **Ridge Racer 7** "A guilty pleasure. It's old school, it's fake looking, but I just love to play it."
2 **Metal Gear Solid 2** "A flawed masterpiece. Odd and mad, sure but that's part of the appeal."
3 **Tiger Woods PS3** "*Tiger* gets a PS3-sized kick in the ass. Makes the PS2 game look like Lego."

They're playing...

Alex Ward
Criterion's creative director brought you *Burnout* and *Black*.

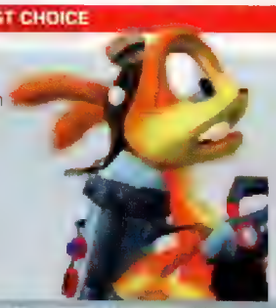
1 **Blast Factor** "WAY better than *Geometry Wars* – a great start for PS3 and downloadable games."
2 **Tourist Trophy** "An overlooked masterpiece. Deep, immersive and satisfying."
3 **MGS3** "Been meaning to play this for ages, but got caught up finishing *Black* last year."

PSP Playlist

FIRST CHOICE | SECOND CHOICE | THIRD CHOICE

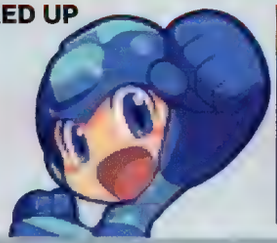
PLATFORMERS

DAXTER
Pub SCEE | **Dev** Ready at Dawn
Web naughtydog.com
"Looks and plays so much like *Jak 2* that it's a bit unnerving. Get it."
PSM3 Rating 86%



66%

MEGAMAN POWERED UP
Pub Capcom | **Dev** Capcom
Web megaman.co.uk
"Monstrously hard and requires the dexterity of a cyborg concert pianist. Playable."
PSM3 Rating 78%



KAO CHALLENGERS
Pub Atari | **Dev** Tate Interactive
Web kaothekangaroo.com
"Nicks ideas from all over the place, but it won't be long before you find yourself enjoying it."
PSM3 Rating 69%

DRIVING

OUTRUN 2006: COAST 2 COAST
Pub Sega | **Dev** Sumo Digital | **Web** outrun2006.com
"Sheer magical fun, from its ridiculous graphics to its stupidly colourful graphics. The most fun you'll have in ages."
PSM3 Rating 89%

84%

BURNOUT LEGENDS
Pub EA | **Dev** Team Fusion | **Web** ea.com
"The best bits of *Burnout* 1, 2 and 3 on your PSP. How good is that? Bloody good. Brilliant, edgy and massively fast."
PSM3 Rating 92%

87%

RIDGE RACER
Pub SCEI | **Dev** Namco
Web namco.com
"It's hard to imagine a better showcase for PSP's capabilities than *Ridge Racer*."
PSM3 Rating 88%

80% | 72% | 74%

WI-FI

VIRTUA TENNIS WORLD TOUR
Pub Sega | **Dev** Sumo Digital
Web sega.com
"*Virtua Tennis* experts will demolish you with shots you wouldn't believe, leaving you swearing like McEnroe."
PSM3 Rating 91%

84%

BURNOUT LEGENDS
Pub EA | **Dev** Team Fusion
Web ea.com
"If you want a fast, fun racer with great online play, then this is it. It's got loads to do."
PSM3 Rating 92%

82% | 81%

SOCOM: FIRETEAM BRAVO
Pub SCEE | **Dev** Zipper | **Web** socom-game.com
"An awesome online mode lets you boss the virtual war zone with a group of your mates. Terrific."
PSM3 Rating 83%

84% | 80%

ACTION

GTA: VICE CITY STORIES
Pub Rockstar | **Dev** Rockstar | **Web** gtapsp..com
"The miracle of playing such a big game on PSP makes VCS pretty special. The system's best yet."
PSM3 Rating 91%

72%

GTA: LIBERTY CITY STORIES
Pub Rockstar | **Dev** Rockstar | **Web** gtapsp.com
"Forehead-poppingly frustrating at times, *Liberty City Stories* is still a colossal beaut of a game."
PSM3 Rating 90%

70% | 72%

SYPHON FILTER: DARK MIRROR
Pub SCEE | **Dev** SCEA | **Web** playstation.com
"*Dark Mirror* lets you attack missions and enemy grunts in a way that suits your style – which makes it fun."
PSM3 Rating 88%

75% | 70%

Minority sports
It's not all *Pro Evo* and *FIFA* in PS2-land

COLD WINTER

Torino 2006: Winter Olympic Games
Pub 2K Sports | **Dev** 49 Games
Web 2ksports.com/games
A far from stellar set of snow-based sports, offering limp simulations of luge, bobsleighing and skiing, among others. There's not even any curling here. Pff. And we so love curling one out.
PSM3 Rating 57%

SADDLE SORE

G1 Jockey 4
Pub Koei | **Dev** Koei
Web koei.co.uk
Comes complete with a weird widget thing to attach to your sticks to simulate reigns. Except it keeps falling off, no matter what you do – thus accurately recreating the last time *we* went horse-riding. Well done.
PSM3 Rating 65%

HOT STUFF

Summer Heat Beach Volleyball
Pub Acclaim | **Dev** Acclaim
Web beachvolleyball.org.uk
Oh, man. Oh, *man*. Look at those things *bounce*! Cor, *blimey*. Yes, those volleyballs are certainly bouncing accurately. Quality bounce physics. Well done. Eh? *What* bikini-clad ladies?
PSM3 Rating 56%

Disagree with our choices? Write an explosive mail telling us why we're complete idiots. Or you could bombard us [illegible] Subject line: "WRONG!"

Subscribe
Don't miss another issue!
Ring our hotline on 0880 837 4722

Nice Apps

Trick up your console

GPS - yes!

App PSP GPS system
Web us.yesasia.com

Out in Japan, finally, is Sony's Global Position System receiver for PSP, so you'll be able to use your PSP to find out where you are at any time. But why should you care much? Because it's got some really interesting in-game applications, that's why – starting with *Metal Gear Solid: Portable Ops* (reviewed on page 64), which offers a treasure hunt game tracking your location via GPS, while *Everybody's Golf* is getting a system that'll offer advice whenever you're on a real golf course. In Japan, that is – but when the GPS comes out here, hopefully the same will apply.

Packet of tunes

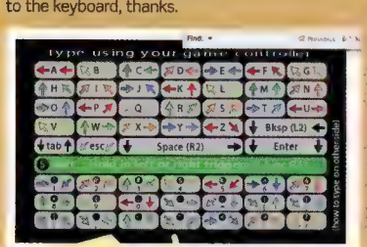
App PSP music video download site
Web psp-playlist.com

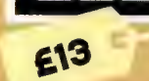
A site devoted to downloading music vids for your PSP, for the cheapish price of £1.98 each. Not bad, but then you look at the bands and... excuse us if we're being daft, but who *are* this lot? K-Klass? Intenso Project? Soda Club? *The Barndance Boys?* At least Lisa Scott-Lee's there. You know where you are with Lisa Scott-Lee. There are also movie and game trailers, and you get those onto your PSP for free. Can't be bad. Oh, and there's a weekly cash-saving guide, called Martin's Weekly Money-saving Mutterings – which *can* be bad, and is.

Text files

App The Texter | **Web** blueorb.com/gaming

Typing in messages on your USB keyboard during online gaming sessions is fiddly, yes? Time-consuming, yes? Then you can try this and make it, well, even fiddlier and more time-consuming. This is the Texter – just plug it into your PlayStation 2 then, while playing, click L3 and you can use the sticks to tap out characters, a bit like a mobile phone. This picture from the Texter's manual illustrates how 'simple' it all is. We'll stick to the keyboard, thanks.





Eh? What? *What?* Sorry, but who really *wants* this?

Early Warning System

Your PlayStation release schedule

Game	Publisher	Out	Format	Want it? Tick it!
Final Fantasy XII	Square Enix	Jan 26	PS2	☐
DIRT	Deep Silver	Jan 26	PS2	☐
Saint Seiya – The Sanctuary	Atari	Jan 26	PS2	☐
Arthur And The Invisibles	Atari	Jan 26	PS2	☐
Crisis Core – Final Fantasy VII	Square Enix	Jan 26	PSP	☐
NBA Ballers Rebound	Midway	Jan 26	PSP	☐
Bomberman	Konami	Jan 26	PSP	☐
ATV Offroad Fury Pro	Sony	Jan 26	PSP	☐
The Warriors	Rockstar	Jan 26	PSP	☐
TOCA Race Driver 3 – Challenge	Codemasters	Jan 26	PSP	☐
Dungeon Siege – Throne Of Agony	2K Games	Jan 26	PSP	☐
God Of War 2	Sony	Feb		☐
Sega Mega Drive Collection	Sega	Feb 2	PS2	☐
Shinobido	Sony	Feb 2	PSP	☐
Avatar – The Last Alexander	THQ	Feb 9	PS2	☐
Okami	Capcom	Feb 9	PS2	☐
Thrillville	Atari	Feb 9	PSP	☐
Every Extend Extra	Buena Vista	Feb 9	PS2	☐
Blade Dancer – Lineage Of Light	Ignition	Feb 9	PSP	☐
Guilty Gear – Judgement	THQ	Feb 9	PSP	☐
Shin Megami Tensai – Digital Devil Saga 2	Ghostlight	Feb 16	PS2	☐
Test Drive Unlimited	Atari	Feb 16	PS2	☐
God Hand	Capcom	Feb 16		☐
Teenage Mutant Ninja Turtles	Konami	Feb 23	PS2	☐
Activision Hits Remixed	Activision	Feb 23	PSP	☐
Hot PXL	Atari	Feb 23	PSP	☐
PlayStation 3 launches in UK	Sony	March	PS3	☐
Resistance: Fall Of Man	Sony	March	PS3	☐
Ridge Racer 7	Sony	March	PS3	☐
Haze	Ubisoft	March	PS3	☐
Call Of Duty 3	Activision	March	PS3	☐
Genji: Days Of The Blade	Sony	March	PS3	☐
MotorStorm	Sony	March	PS3	☐
Capcom Puzzle World	Capcom	March 16	PSP	☐
Pimp My Ride	Activision	March 30	PS2	☐
King Of Fighters XI	Ignition	March 30	PS2	☐
Metal Gear Solid: Portable Ops	Konami	March 30	PSP	☐
Coded Arms Contagion	Konami	March 30		☐
Earthworm Jim	Atari	March 30	PSP	☐
Virtua Tennis 3	Sega	March 30	PSP	☐

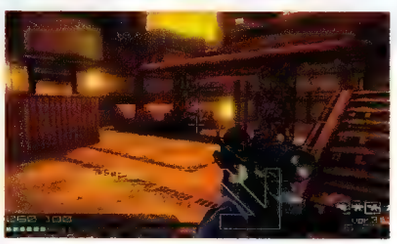
Caution: all release dates are accurate at time of press but liable to drastic change

God Of War 2

Looking fantastically good, *God Of War 2* – complete with Pegasus (Pegasi?) to ride and even more ludicrous violence – is worth getting excited about.

God Hand

Capcom's barmy beat-'em-up is the last properly decent PS2 game on the schedules for quite some time. Get it, and know insanity.

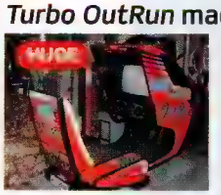


Coded Arms: Contagion

The original *Coded Arms* was PSP's first FPS, and it wasn't very good. And no-one's made another since. Can Contagion make the genre work on handheld?

eBay Going, Going, Gone PlayStation auction action

Turbo OutRun machine



It's massive. It's broken. It's for pick-up only, so the winning bidder had to travel to Ohio to get it. And it's not as good as *OutRun 2006* on PlayStation 2. You'd think, then, that buying this giant, ancient arcade machine would be more trouble than it's worth, but that didn't stop people clamouring to get hold of it in the hope that they can fix it up and party like it's 1989.

Sold $250.50 **Original Price** $75
Profit $175.50

LocoRoco inflatable

That's the stuff – an actual, proper, desirable piece of merchandise: it's a three foot tall, three foot wide inflatable LocoRoco that Sony apparently used for displays in games shops to try and tempt everyone into buying a copy of The Happiest Game On PSP™. Didn't work, then, did it? Still, this is an ace item that we wish we'd bid on. Next time, we're right there. *Right there.*

Sold $41.00 **Original Price** $11.00
Profit $30

Lara Croft pen

There's probably some sort of logic here. 'Like writing letters, but bored of pens that don't have improbably-breasted pixellated ladies emblazoned across them? Then, hot damn, are you in luck.' So, yes, it's a pen with Lara Croft on it. Apparently, it's "an interesting addition to any collection". Collection of what, mind you, we're not sure. Probably a collection of cheap tat. £13.50? Sweet Jesus.

Sold £13.50 **Original Price** £1.05
Profit £12.45

ON THE DISC
See what PS3 is capable of on your free DVD

PS3 Playlist

FIRST CHOICE | SECOND CHOICE | THIRD CHOICE

THE BEST SO FAR

RESISTANCE: FALL OF MAN
Pub | Sony | **Dev** Insomniac
Web us.playstation.com
"An incredibly slick, exciting PS3 showcase. A beautiful vision of an alien-infested Britain. Terrific stuff."
PSM3 Rating 90%

CALL OF DUTY 3
Pub Activision | **Dev** Trayarch
Web callofduty.com
"The only additions PS3 offers above the PS2 game is shinier, sharper graphics. Still, the next-gen starts here."
PSM3 Rating 89%

MOTORSTORM
Pub | Sony | **Dev** Evolution
Web motorstorm.com
"Tough, dynamic racing. A blistering thrill ride that makes good on all of PlayStation 3's promises."
PSM3 Rating 88%

MIDDLE GROUND

TIGER WOODS PGA TOUR 07
Pub | EA | **Dev** EA
Web easports.com/tigerwoods07
"Finally, instead of piling on the modes and features, we get a visibly superior Tiger game. Great work indeed."
PSM3 Rating 82%

TONY HAWK'S PROJECT 8
Pub | Activision | **Dev** Neversoft
Web tonyhawksproject8.com
"A solid, back-to-basics return to the glory days of the Hawk. He's still delivering the goods."
PSM3 Rating 80%

RIDGE RACER 7
Pub | Sony | **Dev** Namco
Web ridgeracer7.net
"The ultimate *Ridge* – glowing with power and delivering exactly want you want."
PSM3 Rating 80%

FORCE THY

GENJI: DAYS OF THE BLADE
Pub | Sony | **Dev** Game Republic
Web us.playstation.com
"*Genji* isn't rubbish, but it's not that good either. And that's not what you're getting a PS3 for, is it?"
PSM3 Rating 60%

NEED FOR SPEED: CARBON
Pub | EA | **Dev** EA
Web ea.com/nfs/carbon
"Why are the graphics like this? There are jaggies everywhere. The PS2 version is superior."
PSM3 Rating 58%

PSM3'S MOST WANTED

METAL GEAR SOLID 4
Pub | Konami | **Dev** Kojima Studios
Web konami.jp/kojima_pro
What more can we say? Snake's PS3 debut will be *the* reason to own a PS3. Can't wait.

The price Less than £400?
Still no official word on price but the news that the 60Gb machine will be cheaper than expected in Japan could mean good news for Europe. Less than £400? Prices in Euros have been announced: 20Gb version = €499, 60Gb = €599. That converts to £339 and £408, but insiders (i.e. PSM3) are predicting that the 20Gb version won't be released in the UK.

True HD sound
Dolby Digital 5.1, and EX 6.1 and 7.1 sound great but PS3 can do better. It supports Dolby True HD too – the format that's an exact copy of a movie's cinema soundtrack. DTHD amps are getting cheaper all the time but are still hundreds of notes right now.

The launch date March
So this is how long it's going to be until PlayStation 3 arrives in Europe. Bah. Of course, in Japan and the US, they're playing PS3 right now. Curse you, Sony. Anyway, no telling exactly what date PS3 will launch in Europe now. Our guess is March 23. It still feels like there's months to go. This is because there is.

How to get a PS3
PS3 is out now in America and Japan. You can buy one right now (if you're lucky enough to find one and don't mind paying the incredible prices folk are bound to charge). You're better off waiting until March for a UK console. Want to stay up to the minute, super accurate? Then check out www.psm3mag.com. The moment a legit pre-order system goes live we'll tell you all about it there.

Blu-ray
PS3 plays Blu-ray discs – the brand new hi-def movie format that kicks DVD's ass. The very first (£1000) Blu-ray players are on sale now, or you can wait for PS3 in March 2007.

Motion-sensitive Sixaxis controller
The new PS3 pad doesn't vibrate. Instead it can sense tilt and movement. Want to turn a corner? Just twist the pad. We can confirm that it's super-light – even lighter than the PS2 pad despite its extra innards – and it works great.

HDMI support
Sony are playing PS3's HDMI fiddle reeeal loud. This all-digital port is now on both models of PS3 and delivers True HD sound and full HD 1080p pictures – both things that Xbox 360 with its analogue component output can't do. Question is, given that you can't really see the difference, does anyone care?

20Gb vs 60Gb
Will the 20Gb unit go on sale in the UK? Sony are yet to deny that it's on the way so there's still life in the 'ham-strung but cheaper' model yet. It has a 20Gb instead of a 60Gb and does without the Wi-Fi and memory card slots. However, Ken Kutaragi has said that it WILL have the HDMI output, making it well worth considering.

@ **Got a PS3 question?** Then we'll answer it. Send your next-gen console queries to psm3@futurenet.co.uk. Subject line: "PS3 question"

Now Showing

Movies for your console

DVD New on DVD

Talladega Nights

Director Adam McKay | **Starring** Will Ferrell, Gary Cole, Jane Lynch, Sacha Baron Cohen

Not much gets released immediately after Christmas, so you'll have to make do with this. Will Ferrell plays NASCAR driver Ricky Bobby whose dominance in the sport is challenged by French newcomer, Jean Birard. And it's OK. Ho hum.

UMD selection

Little Man

Director Kaneen Wayans | **Starring** Marlon Wayans, Shawn Wayans, Damien Wayans, Linda Porco

The UMD format isn't so much on its death bed as coughing up blood all over the vicar as he reads its last rites. So we're forced to highlight Little Man – one of the least comical films ever, but also one of the only movies out this month. In summary: pint-sized criminal pretends to be a child to fleece trusting adopted dad – with 'hilarious' results! Obviously you don't want to watch this, but if you're mental about UMD, you'll have to.

Blu-ray choice

Black Hawk Down

Director: Ridley Scott | **Starring** Josh Hartnett, Ewan McGregor, Jason Isaacs, Tom Sizemore

Oh, finally – an actual *good* movie comes to Blu-ray. A load of soldiers get dropped into Somalia in the early nineties to capture a lunatic warlord type. It's all very powerful stuff, with excellent turns by Hartnett and McGregor – emotionally stirring, with a bit of a macho edge. A bit like us, in fact. All we need now is other Blu-ray films to follow suit in terms of quality, and we can begin to get really excited about the format.

PSM3 Tunes Where you get great music for free

That Boy, That Girl
Hadouken

In because they're named after an *SF2* move, this is grime at it's uber-trendiest. And loudest.
Get it: myspace.com/hadoukenuk

Like U Crazy
Mates Of State

This month's sweet-as-a-sugar-factory, keyboard-led indie number. Don't pretend you don't like it. You do.
Get it: matesofstate.com/

Bedroom Stomp
The Spunks

You read the name right. Go hear.
Get it: thespunks.com

Giddy Stratospheres
The Long Blondes

If you haven't already been drawn in by the new queens and kings of arty indie, this ice-cool number ought to break your resistance. Listen now.
Get it: punkcast.com/773

Gravity's Rainbow
The Klaxons

A dance remix, this one, which you can get if you join the free members section of the Klaxons' website. Beware: the page the sign-up form is on flashes so much, you *will* break your eyes.
Get it: klaxons.net

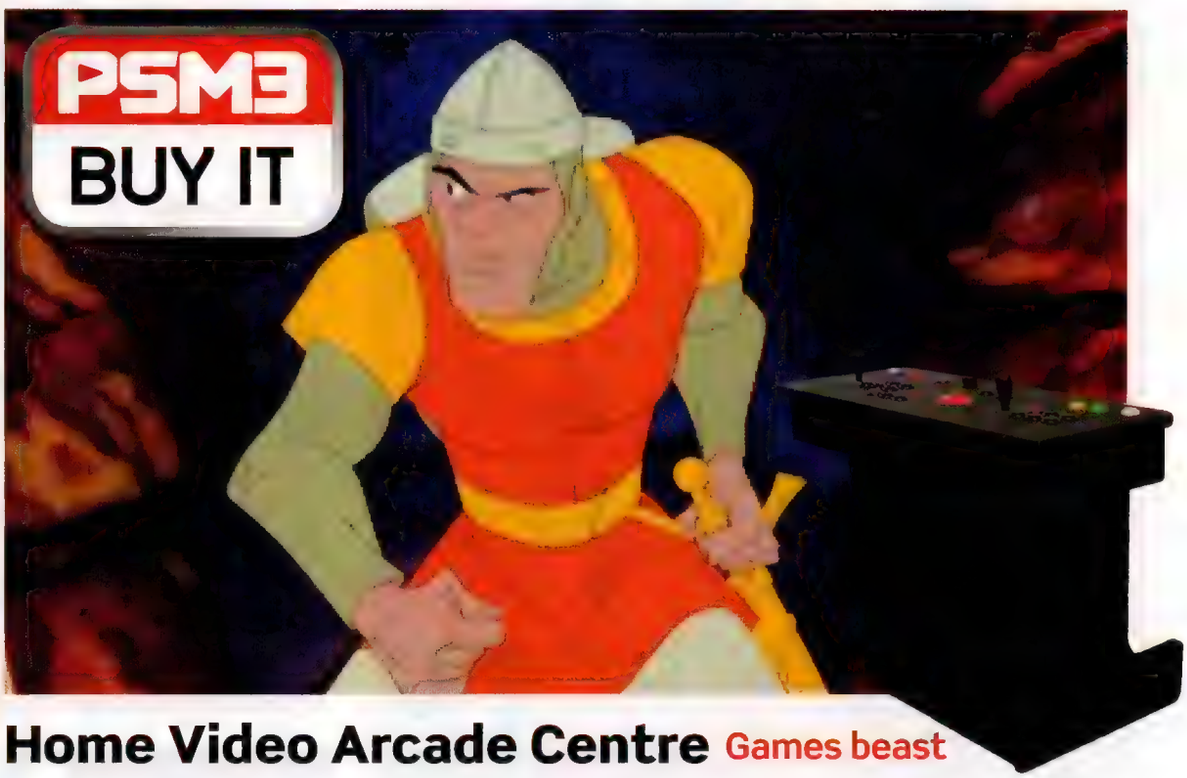
The Ice Storm
Tilly And The Wall

Swirling indie-folk loveliness from one of the flavours of the month, according to trendy-trendy music mags and websites. Absolutely gorgeous and lovely in every way.
Get it: myspace.com/officialtillyandthewall

@ Tune-up Send us your music links and we'll check 'em in the mag. Email: psm3@futurenet.co.uk Subject line: "Music"

Object of Desire

You might not be able to afford it, but it's still gorgeous



Home Video Arcade Centre Games beast

Pads not enough for you? Do you yearn for the days when arcades were popular enough to venture into without shame and you could batter their sturdy controls to bits? The Home Video Arcade Centre is here to help – plug your PS2 into it, and you'll be able to play all your games with authentic arcade-style controls. Brilliant in many cases – we're thinking *Virtua Tennis* or *Burnout* – although we can't imagine using these controls for *Metal Gear*.

But it doesn't just do that – because who'd pay £2300 for fancy controls? It comes with a 100-inch projection screen – massive *PES* games await – and a high-powered PC concealed in the cabinet. Why? For the wireless video and sound, for a start, and also because you can download your MP3s onto it and use it as a jukebox. But most of all, it comes with a load of arcade classics on board such as *Centipede*, *Smash TV*, *Marble Madness*, *SF2 Championship Edition*, *House Of The Dead 3* and *Dragon's Lair*. And – as it's a PC, remember – you can download and add your own games (including the latest PC titles).

Expensive it may be, but it's certainly a fantastic toy to play with while we're waiting for PS3 and – just like Sony's upcoming powerhouse – well worth saving up for. Looks like your Christmas list for 2007 is planned out already.

Tech Spec

Price £2300
Features 100-inch projection screen, PS2 compatibility, wireless video and sound, old games.
Web www.dreamarcades.com

BCM Box 2621 London WC1N 3XX
Calls cost £1/min at all times All calls are recorded

BCM Box 2621 WC1N 3XX Calls cost £1/min at all times.
All calls are recorded

BCM Box 2621, London WC1N 3XX
Calls cost £1/min at all times. All calls are recorded

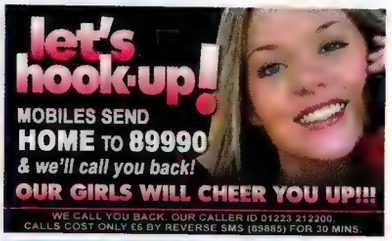
LIVE SEX AT IT'S BEST!
NO TIME WASTING - NO CALLBACKS
STRAIGHT TO THE ACTION!
Up to 80 girls on line now! We'll put you through to the girl of your choice. Call now!
FRIENDLY GIRLS HOT LIVE TALK
0908 019 6132
BCM Box 2621, London WC1N 3XX. Calls cost £1/min at all times All calls are recorded

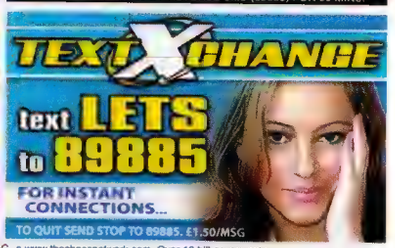
BCM Box 2621, London WC1N 3XX
Calls cost £1/min at all times. All calls are recorded

BCM Box 2621, London, WC1N 3XX
Calls cost £1/min at all times. All calls are recorded

THE PLAYSTATION MAGAZINE PSM3 PSM3 PSM
To Advertise
In This
Magazine
Please
Call
Craig Nutland
On:
01225 44 22 44
THE PLAYSTATION MAGAZINE PSM3 PSM3 PSM

WWW.ADULTPHONECHAT.CO.UK OVER 18'S ONLY ALL CALLS RECORDED T&C'S APPLY, PO BOX 56502 SW18 9AY 0800=FREE ANYTIME 0871 300=9P/M 0871 550=10P/M 0909 = 35P/M (89489=£1.00 89889= 60P/M & NO EXTRA NETWORK CHARGES)


let's
hook-up!
MOBILES SEND
HOME TO 89990
& we'll call you back!
OUR GIRLS WILL CHEER YOU UP!!!
WE CALL YOU BACK. OUR CALLER ID 01223 212200.
CALLS COST ONLY £6 BY REVERSE SMS (89885) FOR 30 MINS.



Chaos Network Helpline 08704 541 000 (national rate). T&C s www.thechaosnetwork.com Over 18 bill payers only
All live calls recorded 0909/6 calls cost £1.50/min Text Initiated Call back charged at £6 via reverse sms (89885) for 30 mins

Hot Girls - text the type you like, View, Text
1000's of Local Girls
Join 5p
Text DATE 20 to 87500
Join 5p
With Photos
07624 802 861
07624 806 070
07624 802 862
07624 803 653
07797 807 055
07797 807 013
50P
30 SECONDS HOT LINE!
MY BOYFRIEND MADE ME DO IT 0909 925 6036
I LET THEM HAVE ME 0909 925 6032
MY FIRST OFFICE PARTY 0909 925 6025
BORED & ALONE, LETS PLAY 0909 925 6074
I WILL IF YOU BUY ME A NEW TOP 0909 925 6004
I DIDN'T LIKE THE TASTE AT FIRST 0909 925 6041
50P
HORNY WOMEN
FLINGS 33+YRS
07797 807 054
07797 807 011
07797 807 055
07624 802 862
To stop reply stop, write to My date, BCM Box 6713 WC1N 3XX, 18+ only, priced 50p per msg, charged by reversed.

BCM Box 2621 London WC1N 3XX. Calls cost £1/min at all times. All calls are recorded

BCM Box 2621 London WC1N 3XX Calls cost £1/min at all times All calls are recorded

BCM Box 2621 WC1N 3XX Calls cost £1/min at all times All calls are recorded

BCM Box 2621, London WC1N 3XX Calls cost £1/min at all times All calls are recorded

BCM Box 2621, London WC1N 3XX Calls cost £1/min at all times All calls are recorded

BCM Box 2621, WC1N 3XX Calls cost £1/min at all times. All calls are recorded

BCM Box 2621, London WC1N 3XX Calls cost £1/min at all times All calls are recorded

BCM Box 2621 WC1N 3XX Calls cost £1/min at all times All calls are recorded

FREE Unlimited WAP Downloads

Why pay per downloads

Text WAP to 87500

Access a Library of Content for all Models

Over 25,000 quality tones, games, movies & Pics

Text PSM to 81666

to join unlimited wap download, first Week FREE, then £3pw

updated Weekly

Images & Movies

Poly & Real tones

Java Games

R&B, Rock, Hip Hop, Urban, Dance, Jazz Indie, Rock, Metal, Pop, TV & Movies

Why pay per download, when you can have it all !

One day Unlimited Downloads

£3

For all Mobile Quality tones, games, movies & pictures

Call 09050 090 401

Instant Heat
Listen don't talk
Call 0909 925 1995
50p/m

Bored & Lonely
Listen don't talk
Call 0909 925 6001
50p/m

Pull them off
Listen don't talk
Call 0909 925 1992
50p/m

Calls are 50ppm, and recorded P.O.B. TXT BCM Box 6713 London WC1N 3XX

Join 10p Text DATE 20 to 87500 Hot Local Girls Select by text Join 10p

With Photos

Fit body & filthy minded girls looking for blokes of any age and race

High text demand in South, Midlands, N EAST & L'pool

Work hard play rard naughty girl seeking men. Any race up 40 only

High text demand in London, Midlands, N. EAST & L'pool

Latin girls looking for close encounter Hot body & mind No strings any age/race

High text demand in London, Midlands, Manchester Scotland and Shires

Nice looking, but loves to get out, really feeling sexy needs to do something about it

High text demand in London, Midlands, Manchester Scotland and Shires

07797 807 011

Dark hair big firm chested girls looking for a fun mate No strings as returning back in a year

High text demand in London, Midlands, Yorkshire, L'pool Scotland and Cardiff

Love maid and sensual girls seeks guys for fast dates & excitement

High text demand in, Manchester, London, S.E., N.E. Shires Scotland and Cardiff

07624 802 862

Great looking but unfaithful, very horny needs more than what they are getting. All ages/race

High text demand in London, Leeds, Birm, Kent, Scotland and Shires

TXT SPY 24 to 07624 802 860

DARING GIRLS

Young and VERY dirty! Girls looking for older guys for fast dates & excitement All ages/race

High text demand in London, Leeds, Birm Kent, Scotland and Shires

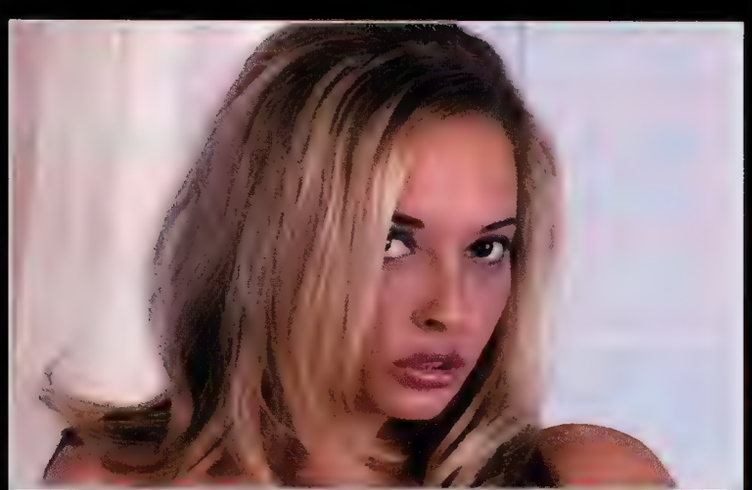
TXT EAT 24 to 07624 803 670

date. BCM Box 6713 WC1N 3XX. 18+ only. priced 50p per msg.

Images reversed boxed sms at 150p or 2credits for every 3rd msg rec'd. Please replace numbers with your own age.

HOT 1-2-1 CHAT

WITH REAL GIRLS!



TEXT SCORE TO 80111

1-2-1 Chat £1.50/text. PPG, BM Box 6854, London WC1N 3XX.

Subscription service, to end send STOP to 80111.

MOBILE MAYHEM

GAMES, WALLPAPERS AND MORE IN OUR mobileclub

PX56928

PX57169

mobile games

SPEARMINT RHINO GENTLEMEN'S CLUBS PJ85792

Kamasutra PJ85633

RACING OVER GT PJ85632

URBAN GOLF PJ85834

GoodFellas

MY GIRL Donna PJ85821

Darts 'N' Balls

PJ85635

PJ85631 LARRY

Kamasutra GirlOnGirl PJ85617

PJ85634 colin mcrae rally 2005

MISS REEF PINBALL

NO LIMIT TEXAS HOLD'EM

3D Sexy Pool

Love

MobilePet PJ85621

F365 MANAGER

ONE 50 SECOND

PJ85627

CASINO WAR PJ85639

SNAKES ON A PLANE PJ85855

HUSTLER POOBIE SNAP

PLAYBOY

Leisure Suit Larry ® Copyright © 2005 Wonderphone © 2005 Sierra Entertainment, Inc.
Colin Mcrae - (C) 2004 The Codemasters Software Company Limited ("Codemasters")

TO DOWNLOAD ANY OF OUR WALLPAPERS, TONES, & GAMES TXT THE...

ITEMCODE to 88011 eg.PX58114

Join Mobile Mayhem Club for £3 per week

(All items require a WAP enabled handset)

Beyonce PX58329

Jolie PX58114

celeb lookalikes ? THEY READ!?

TXT PSM TO 69555

FOR 1000'S NAKED CELEBS

Twins PX57657

Ms Longoria PX58252

JLo PX57734

Charlotte Church PX58308

Jessica Simpson PX58331

Jen PX57619

Shakira PX58141

Buffy PX58319

Aguilera PX58309

Avril PX57598

Real girls

PX76405 PX76382 PX76390 PX76418

PX76381 PX76407 PX75142 PX75656

PX76406 Lonely Blonde

PX76404 Babe gets messy in Kitchen

PX76383 Steamy shower hunny

PX75786 Lovely Lady

PX76419 Naughty streaking Babe

PX76381 Brunette waiting for love

PX76391 Busty Blonde

PX76420 Naughty fun on stairs

PX76389 Dirty girl

Mobile Mayhem is a subscription service offering tones, wallpapers & animations for £3 per week until you send STOP to 88011. Celeb Look-a-Likes is a subscription club charged at £1.50 every three days. Text STOP to 69555 to stop your service. Over 16 only. Java Games cost £4.50, and feature new game choices billed at £4.50 each week until you send STOP to 88011. All products require a WAP enabled handset. Customers will also incur normal operator sms and wap charges. For customer support - email help@blingmob.com or call 0870 063 1182 (Weekdays, 9am to 5pm) or post - BLING!Mob BCM Box 2952 London WC1N 3XX.

TEXT CHAT

BORED MARRIED TEMPTRESS
WANTS TO GET YOU HARD!!!
send married
LIVE £1.50/MIN to 89885
TO QUIT SEND STOP TO 89885.
Transact Group Ltd. PO Box 384. CB2 5LR

LIVE MOBILE SERVICES

REAL GIRLS AT HOME
HORNY & WAITING
SEND HOME TO 89990
THEY'LL CALL YOU!
WE CALL YOU BACK.OUR CALLER ID 01223 212200. CALLS COST ONLY £7.50 BY REVERSE SMS (89885) FOR 25 MINUTES. LIVE CALLS RECORDED. CHAOS HELPLINE 08704 541000

RECORDED MOBILE SERVICES

filthy stories
30 MINS OF SMUT ON YOUR MOBILE
I'LL CALL YOU!
TEXT TALE TO 89990
OUR CALLER ID 01223 212200. CALLS COST ONLY £7.50 BY REVERSE SMS (89885) FOR 25 MINS. CHAOS NETWORK HELPLINE 08704 541 000

INSTANT ACCESS
RUDE STORIES ON YOUR MOBILE
3 EASY STEPS
1 TEXT NOW TO 89990
2 WE CALL YOU BACK
3 LISTEN TO 30MINS OF EXPLICIT RECORDINGS
OR CALL 89159 EXT 219
NO SUBSCRIPTION NO RIP OFFS

GENUINE RECORDINGS
DON'T TALK JUST LISTEN!
TEXT PSM TO 89990
WE CALL YOU BACK. OUR CALLER ID 01223 212200. CALLS COST £7.50 BY REVERSE SMS (89885) FOR 25 MINS. CHAOS NETWORK. PO BOX 384, CB2 5LR

LISTEN AS I DO ALL THE WORK
I RING YOU!!!
to text RINGYOU 89990
WE CALL YOU BACK OUR CALLER ID 01223 212200. CALLS COST £7 50 BY REVERSE SMS (89885) FOR 25 MINS. CHAOS NETWORK HELPLINE 08704 541 000

LIVE 1-2-1 CHAT

TALK TO GENUINE GIRL SEEKING HOT CHAT! CALL NOW!
09097 713101
CHAOS HELPLINE 08704 541000. LIVE CALLS RECORDED. CALLS COST £1.50 PER MINUTE.

RECORDED PHONE LINES

CALLS £1.50/MIN. CHAOS HELPLINE 08704 541000

HOW LONG CAN YOU LAST?
LISTEN TO ME...
0909 771 3332
TALK TO ME LIVE...
0909 771 3102
CALLS COST £1.50/MIN. TRANSACT GROUP LTD. HELPLINE 08704 541000 LIVE CALLS RECORDED

CALLS £1.50/MIN. CHAOS HELPLINE 08704 541000

CALLS £1.50/MIN. CHAOS HELPLINE 08704 541000

Only PSM3 brings you...

NEXT ISH DISC

5 things to remember this month

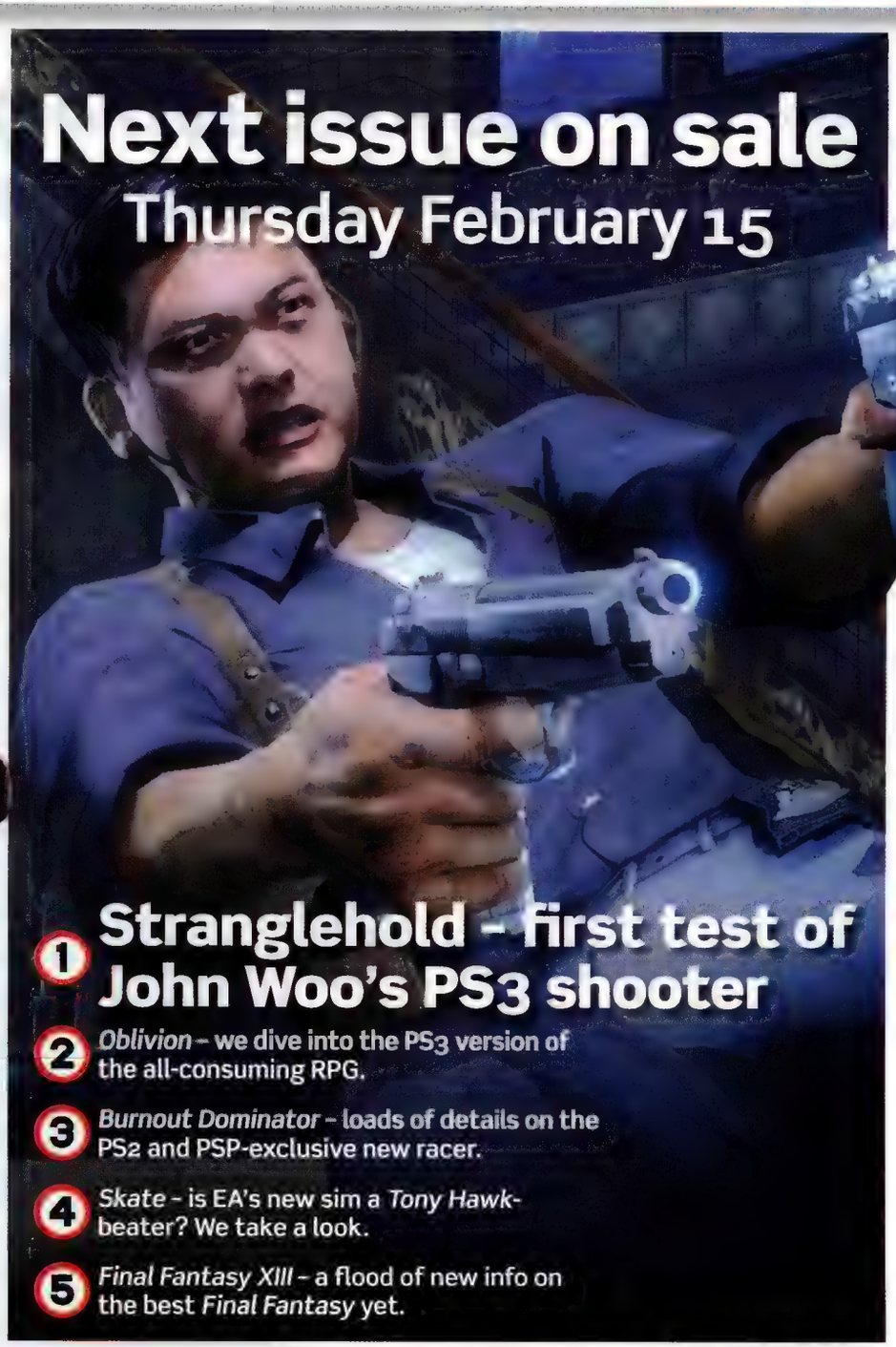
***God Of War 2* is even more violent than before**
"You haven't seen anything like this."
page 18

***Fight Night* is the tip of PS3's iceberg**
"EA claim they're 'only using 20% of PS3's power right now'."
page 56

There's a lot in *Canis* that you haven't seen yet
"Kick a peg-legged pirate's ass and get his headwear."
page 87

The best *Raider* since the first one is, erm, the first one
"*Anniversary* is the original *TR*, with the power of PS2."
page 80

Air guitar is dead. Apparently
"To mourn its passing, Red Octane held a mock cremation over in East London."
page 102



Next issue on sale
Thursday February 15

1. **Stranglehold – first test of John Woo's PS3 shooter**
2. ***Oblivion*** – we dive into the PS3 version of the all-consuming RPG.
3. ***Burnout Dominator*** – loads of details on the PS2 and PSP-exclusive new racer.
4. ***Skate*** – is EA's new sim a *Tony Hawk*-beater? We take a look.
5. ***Final Fantasy XIII*** – a flood of new info on the best *Final Fantasy* yet.

Don't miss your copy of PSM3

Forget about endless trips around the shops, just fill in the form below and hand it into your newsagent to save yourself a whole world of hassle (feel free to copy the form).

Newsagent Order Form

Please reserve/deliver a copy of PSM3 every issue

Title/Mr/Mrs/Ms..... First name..... Surname.....

Address.....

.....

Postcode..... Daytime telephone number.....

Or get PSM3 delivered to your door every month – see page 38 for our amazing subscriber's offer or ring the hotline on 0870 837 4722

The PSM3 Team
Editor
Daniel Griffiths
Deputy Editor
Daniel Dawkins
Art Editor
Milf Coppock
Deputy Art Editor
Richard Broughton
Production Editor
David Cook
Reviews Editor
Nathan Irvine
Staff Writer
Andrew Kelly
Contributors
Dave Meikleham, Dave Harrison, Leon Hurley, Lesley Smith, Nathan Ditum, Pete Webber, Martin Saint

DVD Design and Animation
David Newman, Daniel Pearce
Music and Sound Effects
David Newman, Ronan McDonald
Programming
Nick Bransby-Williams
Additional Sound Effects
Liam Staines
Video Editing
Chaanah Carr, Liam Staines
BBFC Co-ordinator
Robert Fluellen
Studio Manager
Trevor Witt

Publisher
Matthew Pierce
Group Publisher
James Binns
Production Manager
Rose Griffiths
Advertising Manager
Clair Raithby
01225 442244
Non-Executive Chairman
Roger Parry
Chief Executive
Stevie Spring
Group Finance Director
John Bowman

Printers
Southernprint
Distributed by
Marketforce (UK) Ltd,
Low Rise Building,
Kings Reach Tower,
Stamford Street,
London, SE1 9LS

Contact
PSM3, Future Publishing,
30 Monmouth Street,
Bath, BA1 2BW
psm3@futurenet.co.uk

About Future
Future produces carefully targeted special-interest magazines, websites and events for people who share a passion. We aim to satisfy that passion by creating titles offering value for money, reliable information, smart buying advice and which are a pleasure to read or visit. Today we publish more than 150 magazines, 65 websites and a growing number of events in the UK, US and France. Over 100 editions of our magazines are also published in 30 other countries across the world. Future plc is a public company quoted on the London Stock Exchange (FUTR). All contributions submitted are accepted on the basis of non-exclusive worldwide license to publish or license others to do so, unless otherwise agreed in advance. PSM3 recognises all copyrights and trademarks. Where possible, we acknowledge the copyright holder. Please contact us if we haven't credited your copyright and we'll correct any oversight. PSM3 is an independent PlayStation magazine in no way authorised, sponsored or endorsed by SCEE or the Sony corporation. PS2, PS3, PlayStation, PlayStation 2 and PlayStation 3 are registered trademarks of Sony Computer Entertainment Europe Ltd. The text paper in this mag is totally chlorine free and certified in accordance with the rules of the Forest Stewardship Council.

gamesradar
www.futureplc.com
© Future Publishing Ltd 2006
ABC PSM3 35,993
Jan to June 2006

PlayStation 3 games only use 20% of the machine's power!*

***according to Glenn Entis, Vice President and Chief Visual Officer for Electronic Arts. Hmm. So what's the rest of your PlayStation 3 doing then?**

20% PLAYING PLAYSTATION 3 GAMES

10% SENDING A BLUETOOTH DEATH THREAT TO ANY PASSING 360S

It's a message that says, "as soon as this nobhead has finished playing *Gundam*, I'm going to take you to the frikkin' cleaners."

10% TRYING TO GET OFF WITH YOUR TOASTER (AND KETTLE AND IRON)

But they don't have a Cell chip yet, so your PS3 is permanently in a morose state of horny rejection.

10% SPINNING THE FAN

Current speed? 20 million rpm – sufficient to create a wormhole to the Nth dimension.

10% WORKING AS NODE IN SONY'S VAST SUPERCOMPUTER NETWORK

Its main job is translating Ken Kutaragi's Japanese into perfect English and beaming the results back to a transponder hidden in his throat. Note: the system is currently only running at approximately 60% efficiency.

10% CHECKING TO SEE IF SONY HAS GOT ITS iTUNES RIVAL SITE RUNNING YET

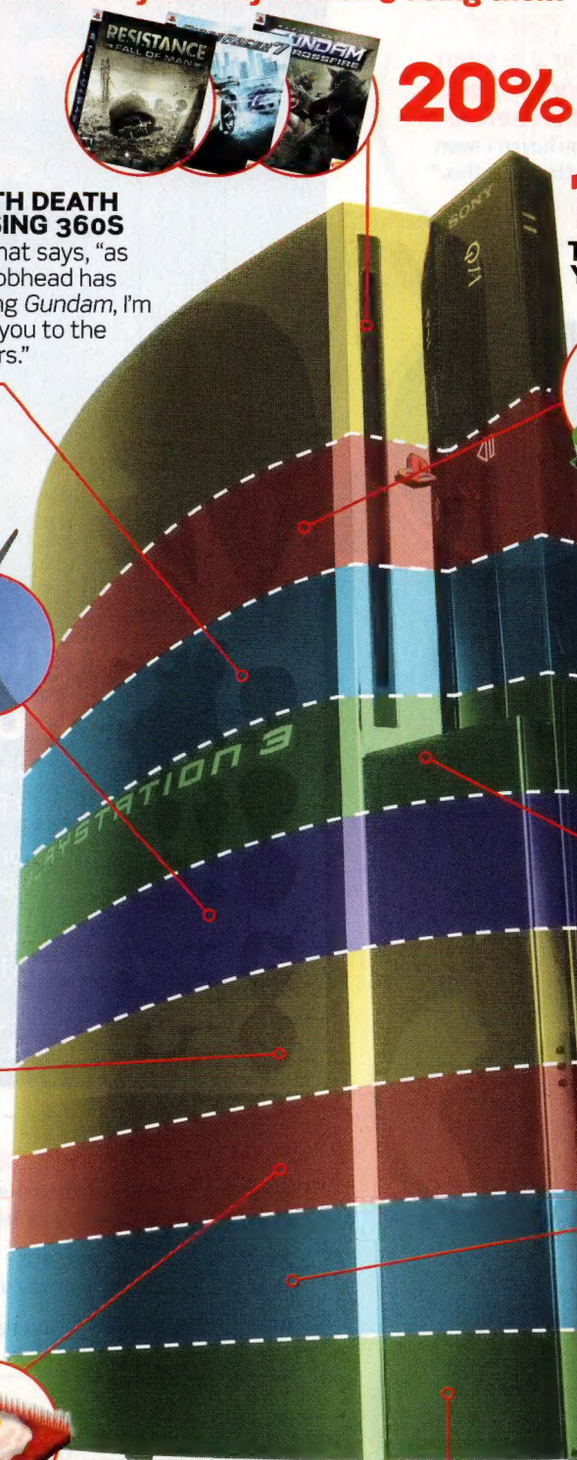
And then rechecking. And checking again.

10% SENDING MARKET RESEARCH INFORMATION ABOUT EVERYTHING YOU PLUG IT INTO BACK TO SONY

They're not stupid, you know.

10% STORING THE FOUR MILLION GIGAWATTS OF HEAT THE MACHINE GENERATES

The RSX chip is actually a miniature shed for storing heat and noise. The PS3 then waits until you're asleep and farts it out at night.



10% GENERATING DUALSHOCK VIBRATION DATA

PSM3
Next Issue on sale
Thursday February 15
PES5 subscription offer
page 38

TXT UK MOBILE GAMER

WWW.TXTUK.TV

TO ORDER TEXT: PSM2+CODE to 88066

OR CALL: 0906 517 7599 £1.50 per minute

GAME OF THE MONTH

The Legend of Spyro: Embark on an epic quest to uncover Spyro's roots and accomplish his destiny. Experience the awesome power of the dragon as he unleashes devastating fury attacks!

To Order SPYRO Text: PSM2 +41932 to 88066

2 FOR 1 GAME OFFER!

+ VIRTUAL BABE! EXTRA!

BUY LEISURE SUIT LARRY AND GET VIRTUAL BABE EXTRA!

To Order LARRY,Text: PSM2 + 20224 to 88066

2 4 1 VIDEO OFFER!

+

Order this Louise video and get a Bonus Cowgirl video!!!

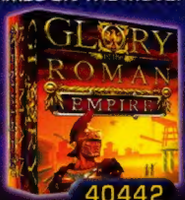
To Order LOUISE Text: PSM2 +40967 to 88066

MOBILE GAMES

TO ORDER text: PSM2+CODE to 88066 or call: 0906 517 7599

PLAY THESE WICKED GAMES ON THE MOVE!

36649



40442

36648

29330

41031

42427

41931

15846

40447

15888

42424

36924

36775

12571

41933

33597

35054

30729

36778

33460

36156

RINGTONES

*GET A REALTONE TO HAVE A REAL VOICE & BACKING TRACK AS YOUR RINGTONE!

REAL	POLY		*cover artists only
40945	40935	TAKE THAT	Patience
42629	42626	CLIFF RICHARD	....Century Christmas
41894	41886	GWEN STEFANI	Wind It Up
42532	42529	CASCADA	Truly Madly Deeply
41771	41758	BOOTY LUV	Boogie2Nite
40767	40755	AKON FT. EMINEM	Smack That
41893	41885	CHRIS CORNELL	You Know My Name
41764	41751	P DIDDY/CHRISTINA AGUILERA	Tell Me
42530	42527	LAZY TOWN	Bing Bang
26270	26273	POGUES	Fairytale Of New York
40978	40994	NELLY FURTADO	All Good Things
41891	41883	KATIE & PETER	A Whole New World
40768	40756	JUSTIN TIMBERLAKE	My Love
36947	36936	BEYONCE	Irreplaceable
40775	40764	FREDDE LE GRANDE	....Up For Detroit
42630	42627	CRAZY FROG	Last Christmas
41765	41752	LIL CHRIS	Getting Enough

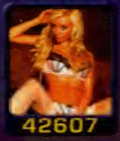
TO ORDER text: PSM2+CODE to 88066 or call: 0906 517 7599

WALLPAPERS

TO ORDER text: PSM2+CODE to 88066 or call: 0906 517 7599

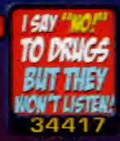
GET A NEW LOOK FOR YOUR PHONE WITH A GREAT WALLPAPER!

42587



42607

42571



34417

42243

42566

20083

42193

27648

11718

41549

28186

27720

42242

16638

30580

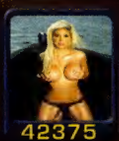
32558

42399

41777

28444

36783



42375

32170

For 100's more GAMES, girls, wallpapers and hot movies, text: PSM2 + GO to 88066

MOBILE VIDEOS

CHOOSE ONE OF THESE GREAT VIDEOS TO WATCH ON YOUR MOBILE!

Sexy Danni!

36203

Hot Nighty

24644

Naughty Danni!

36204

Saucy Secretary!

27775

Showering Leilani!

24520

Hot Schoolgirl!

27432

TO ORDER text: PSM2+CODE to 88066 or call: 0906 517 7599

ANIMATIONS

TO ORDER text: PSM2+CODE to 88066 or call: 0906 517 7599

WATCH SEXY BABES & FUNNY CARTOONS MOVE ON YOUR PHONE!

30013

42376

33471

36614

20221

41269

42266

11418

23345

33467

34274

42263

*88066 Graphics, Animations, Videos & Polys £4.50/€6. Games, Real & Fun Tones £6/€8

Calls cost £1.50 per minute from landline phones. Calls made from Mobiles may cost more. Callers must be 16 or over. Polyphonic Tones, Movies & Wallpapers and Animations cost £4.50 charged as 3 x £1.50 reverse billed messages. Java GAMES charged as £6. Realtones, Sound FX & TVTones charged as £6. You will incur stantard SMS, WAP and GPRS chrges where applicable. Please check billpayers permission before you call. Please check the website to ensure your phone is compatible.You must have a WAP enabled phone to downoad content. Please allow 24 hours for delivery in extreme cases due to network traffic. You may be contacted by TXTUK with Offers and Info. To unsubscribe call our Customer Care Line. Customer Care Numbers UK: 0871 872 1813 IRL: 01 4849000 Email : help@30ptones.com.. Address PO Box 51727, London NW1 8ZF. Thank You.

Gears of War and the Crimson Omen are either registered trademarks or trademarks of Epic Games, Inc. in the United States and/or other countries. All rights reserved. ©2006 Microsoft Corporation. All Rights reserved. Microsoft, the Microsoft Game Studios logo, Xbox, Xbox360, the Xbox logos, Xbox Live and the Xbox Live Logo are either registered trademarks or trademarks of Microsoft Corporation in the United States and /or other countries. gearsofwar.com

gearsofwar.com

THERE'S A REASON NIGHTMARES HAPPEN IN THE DARK.

Mankind has no one else to turn to. Nowhere else to run. The planet is falling apart. Its people cornered within the only safe area remaining. The Locust Horde has risen and they won't stop coming. They won't stop killing. The government turns to whoever they have left. The sick, the wounded, the imprisoned. An inmate named Marcus Fenix. Once left to die, he is now humanity's last hope. He can take comfort in but one fact. The human race isn't extinct. Yet.

"The best game we've ever seen!"
GamesMaster

GEARS OF WAR

18 EPIC GAMES Microsoft game studios XBOX LIVE

Jump in.

XBOX 360™

Made with love by

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!